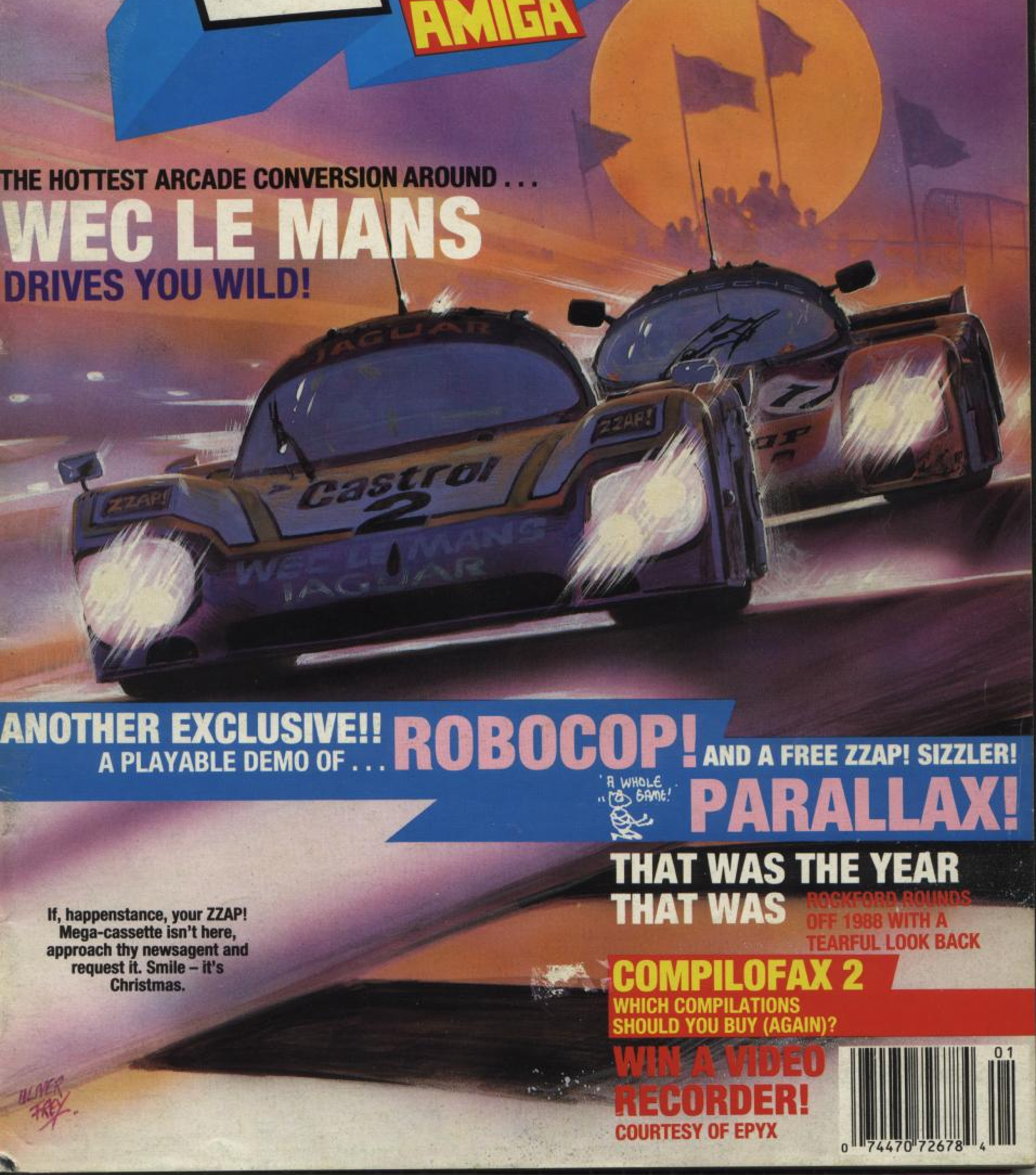
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No. 45 JANUARY 1989
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ISSUE 45 JANUARY, 1989

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FEECHERS

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COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happenslike a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

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WOT? NO FISH?



▶ Spot the mystery personalities! (from left to right: A. Psycho, A. Simpleton, A. Strangeperson, A. Lunatic.)

Get your teeth out of the Christmas pud and into this issue (what do you mean it's not Christmas Day yet?), which closes down the year here at ZZAP! It's been an odd kind of year – all the staff who started it have now left, we've undergone some changes in style and the Amiga is now a full-time element of our mag . . . But enough of this twee frivolity and frivolous twee-ity, Rockford reveals all about 1988 on pages 76-78 – so go there if you want to reminisce.

1989 promises to be an even better year – after this Christmas there should be more Amigas about than ever before; and if you want in-depth reviews and more colour screenshots of games than any other Commodore mag, look no further than us.

As from this issue, we have to say good-bye to a couple of people. The first is Philippa Irving, who's been writing our Manoeuvres column for almost two years: the strategy section has never proved universally popular and PI hasn't got an Amiga on which to review the wide variety of Amiga wargames. RPGs are now reviewed by our repulsive troll chum, Chuck Vomit. However, let's put it this way – if you own an Amiga and a 64, are into strategy games and feel that you can write accurate, unbiased, in-depth reviews, we'll take you into account should we re-introduce the section. If there's a big outcry, then we *will* re-introduce it – it's all up to you.

The second person leaving this month is Mark 'Markie' Kendrick – he's been at Newsfield for two and a half years, and our Art Director for the past year; but now he's off to pastures new. If you're wondering who I'm talking about, he's the man who draws Paul in ridiculous costumes and who splashes all the colour over all our pages, amongst other things – oh, and he designed the *Robocop* feature this month. I'm sure you'll join me in wishing him well in the future.

And that's it for this festive month. Not quite as big as our last issue, I'm sure you'll agree, but magazine organs do expand and contract according to the effort you put into them. See you in the New Year!





▲ In his own inimitable way, Maff 'I saw Mommy kissing Santa Claus' Evans joins in the Yuletide spirit

MERRY CHRISTMAS
AND A HAPPY NEW YEAR



GAMES REVIEWED

ADVERTISERS INDEX

the WORD

PROFESSIONAL PUTTING THE BOOT IN SIMULATOR

Yes, folks! It's that funky Code Masters time of the month again. This cuddly group of cuddly people are preparing to release four cuddly games about the cuddly sport of football – the catch is, *they're all going to be in one package*! Oooooh!

Verily, they shall be Street Soccer, 11-a-side league football, 5-a-side indoor and soccer skills – all described as 'realistic action simulators'. The catch? Well, it's going to be those cuddly hypers' first *full price* product. So, if ye can forke out ye tenner at ye local software shoppe, ye shall see for thy selfe.



BYLINES



dot dot dot Just a couple of quickie news pieces, seeing as we haven't got much space this month (grumble, grumble, grumble) . . . For starters, *Cybernoid 2* is coming soon on the Amiga! And that's it, really: it'll feature extra levels, black holes and squiggly bombs and will be converted by Tony Cooper, converted of the original . . .

(Cue Vide-printer noises) . . . Next, there's the *Football Manager 2 Expansion Kit* – and no, it doesn't mean you can be the Gordon-sized head of a footy team. However, it *does* mean that, for £6.99 (cass), £9.99 (disk) on the 64, or £12.99 on the Amiga, you can either modify a *saved game* – change all the colours, team names, player's names, sponsors an' all that an' everyfin'; OR (and that's a big 'or') for a *brand new game* you can select the division you start in, decide how much money you start with and change the amount of points received for a league win or draw. The full kit and caboodle also comes with saved games allowing you to play in the Scottish, French, Italian and World Leagues. Isn't that nice?

(Cue Vide-printer noises again) . . . And finally, Compunet has appointed Nick Green as manager. We would tell you more, but we've run out of space. Sorry. Good-bye.

10 THINGS YOU DIDN'T KNOW ABOUT MATTHEW EVANS

Heyyyy! My maaaaan! Yup, this month it's the turn of Flint's most famous son to be pinned down under the magnifying glasses of the ZZAPResearch Department (Serious Investigations Branch). He may be cool, he may be Rad, but did you know that his favourite pastimes include exchanging anecdotes with ageing sheep, eating raw eggs with whisky and laughing at the wrong moment? Weellll, there you go. Here's another brace of pheasant-like facts about everyone's favourite adopted Welshman.



☆ **As a baby, 'Maff' was suckled by a race of mountain gorillas, after he crash landed in Central Africa during a freak storm.**

★ He regularly attended an AA-sponsored 'drying out' camp – when he was only 5 years old! His reputation for drinking hard water is legendary in the street where he lives.

☆ **Matthew's gargantuan appendages have sired 25 puppies – he is also known as *Dawnkee Dique, Big Maff* and *The Big Dipper*.**

★ Everyone's favourite Rad-Lad has hated snakes ever since he had a close shave with a swiftly-moving anaconda at primary school.

☆ **His full name is 'Matthew Paul Alphonso Giovanni Ricardo Perry Como Doublespeed Tapedeck Pneumatic Rotating Head Evans'.**

★ He is a weirdo, and has been shunned by society many times.

☆ **Our local Romeo recently fell in love with a Ludlovian girl: for 2 weeks he stared out of the window, lost weight, pined, sighed and tripped over large objects.**

★ Maff is currently growing his hair long again to celebrate the 19th anniversary of the passing of the 60s.

☆ **He is currently ZZAP!'s most popular reviewer, as revealed by a recent Nationwide survey.**

★ No he's not.

Well, here it is – the last ZZAP! Mega-Tape for a while to come – and we thought we'd go out with a bang. (By the way, in case you're wondering, the price WILL come back down to £1.25 next month). We won't make any cheap remarks about the quality of anyone else's cassettes – we'll just tell you about this one. So what are you getting for only 25p extra?

Well, for a start, you're getting a playable level of ROBOCOP one of the hot licenses this Christmas (keep your eyes peeled for the feature later in the mag). On top of that, we're giving you a whole game: PARALLAX – originally released for £8.95, it was awarded a ZZAP! Sizzler (93%) back in Issue 18 – and in our recent Def Guide to shmups, it was voted the 6th best blaster of all time. We don't need to boast, we don't need to put down other magazines – we just give you the goods. What more can we say? Well, for a start, we can tell you how to play the games!

THE ZZAP! MEGA-TAPE 4

ROBOCOP

The latest of Ocean's arcade conversions boasts nine action-packed levels (of which we've given you one.) Which one? Well, from the descriptions below, you should be able to tell, arty-farty smarty person with a brain the size of a planet and an ego to match.

Well, there's a horizontally scrolling shoot 'em up (Level 1), with Robocop on patrol, a 3D first person view from Robocop's eyes (2), another horizontal scroller, with motorcyclists (3), a photofit section (4), a raid on the drug factory (5) . . . *Just a minute – I'll pause for breath here . . . I wonder if it will snow this Christmas?* . . . Anyway, then there's a confrontation with your evil ex-boss (Dick Jones) and Ed209, a real b***ard of a robot (6), the escape from the DCP Tower (7), a junkyard scene (8) and finally . . . *wait for it* . . . the boardroom scene at the DCP Tower (9).

If that isn't enough action for you, then you're the kind of person who's used to waterskiing, writing songs, eating two bananas and singing – *all at once.* Either that, or you're a miserable sod like Maff.



PARALLAX

Well, this is the one we've been waiting to write about . . . oooh . . . for about ten minutes now. Let's start with –

THE SCENARIO

You and four astronaut chums have landed on an artificial planet and have separated to explore each of the planet's five sectors. At first all is well, and the inhabitants seem a jolly nice bunch, certainly not ones to hold back when it's time to pass round the cup cakes. But behind this confectionery façade they are planning an invasion of Earth! You resolve to save the world by infiltrating the network of planet-controlling cyber intelligences and destroying it.

THE GAME

To do this you climb into your IBIS spacecraft blast aliens and search for hangars, which resemble pyramids with doors in one side. Lower the landing gear and land the IBIS on the nearest clear surface, then press the fire button to leave the ship, taking some oxygen and ammunition with you.

ENTER HERE ⟶

If you find a scientist in the hangar, shoot him once and walk over him to collect a datacard. This gives you access to the scientist's bank account (useful for buying supplies from nearby shops) and when inserted into a central intelligence unit, reveals part of a password. When you have a datacard from each grade of scientist, you will have the whole password and you can now enter this into the main computer and enter the next level.

HINTS AND TIPS

1. Raise your landing gear when you don't need it.
2. Flying over black holes speeds you up or slows you down according to the direction you're flying.
3. If you get shot on foot, you will be stunned and will lose oxygen.
4. Don't press RETURN when entering a four-digit code into the computer.
5. You'll be destroyed if you try to enter the next level without having shut down the computer on the current one (for which you need the code).
6. Scients are more co-operative when drugged.
7. Hyperspace ports (like a black hole, but with a flashing centre) randomly transport you to a different location on the same level.

And that's about it – just one more thing: have a very Merry Christmas and GET PLAYING!

Ho ho ho! Hasn't uncle Santa got a surprise for you in the folds of his coat! He's dug deep into his trouser pocket and pulled out a surprise package! Clever old Santa!

Loading and playing ROBOCOP

OBVIOUS BIT: Stick some dynamite in your trousers and light the fuse. This won't load in the cassette, but it will win you lots of friends at parties. Alternatively, you could press *RUN/STOP* on the keyboard with your cassette in the deck. This won't win friends, but it will give you access to one of the best sampler tapes ever.

NOT SO OBVIOUS BIT: Basically, it's just a matter of strolling the streets pumping bullets into any 21st Century thug who points a gun at *Robocop*. You can fire in all directions just by pointing the joystick and pressing fire. Get shot and your armour will be slowly worn away, until the fatal bullet strikes home. Simple as that, really.

Loading and playing PARALLAX

OBVIOUS BIT: Leave me alone, will you – go and read the other one above

NOT SO OBVIOUS BIT: The controls are like this – for more information, read the other bits on this page.

CONTROLS

In Flight
Joystick

DIVE
TURNS ANTI-CLOCKWISE — TURNS CLOCKWISE
CLIMB

Keyboard
Space – Landing Gear Up/Down
F7 – Shields on/off
Return – Display datacards and passwords
Fire – Shoot Lasers

On Ground
Joystick

TAXI FORWARD
TURNS ANTI-CLOCKWISE — TURNS CLOCKWISE
BLAST OFF

Fire – Initiate leaving sequence
Keyboard
Space – Landing Gear Up/Down
F7 – Shields on/off
Return – Display datacards and passwords

On Foot
Joystick

MOVE UP
MOVE LEFT — MOVE RIGHT
MOVE DOWN
Fire – Shoot Stun Gun (if carried)





ROBOCOP
PARALLAX

THE ZZAP! MEGA-TAPE 4

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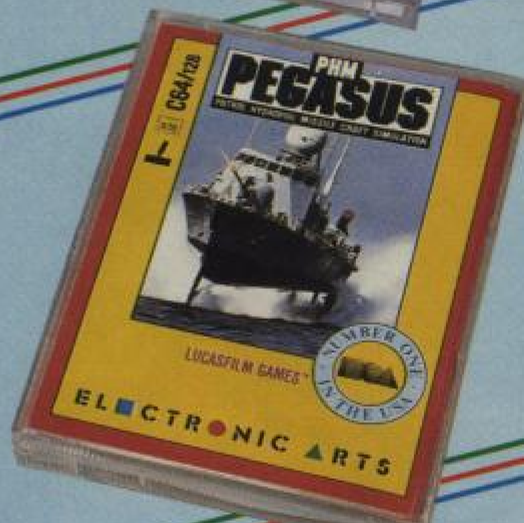
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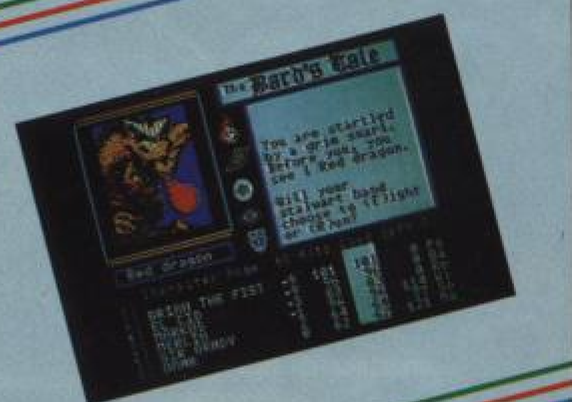
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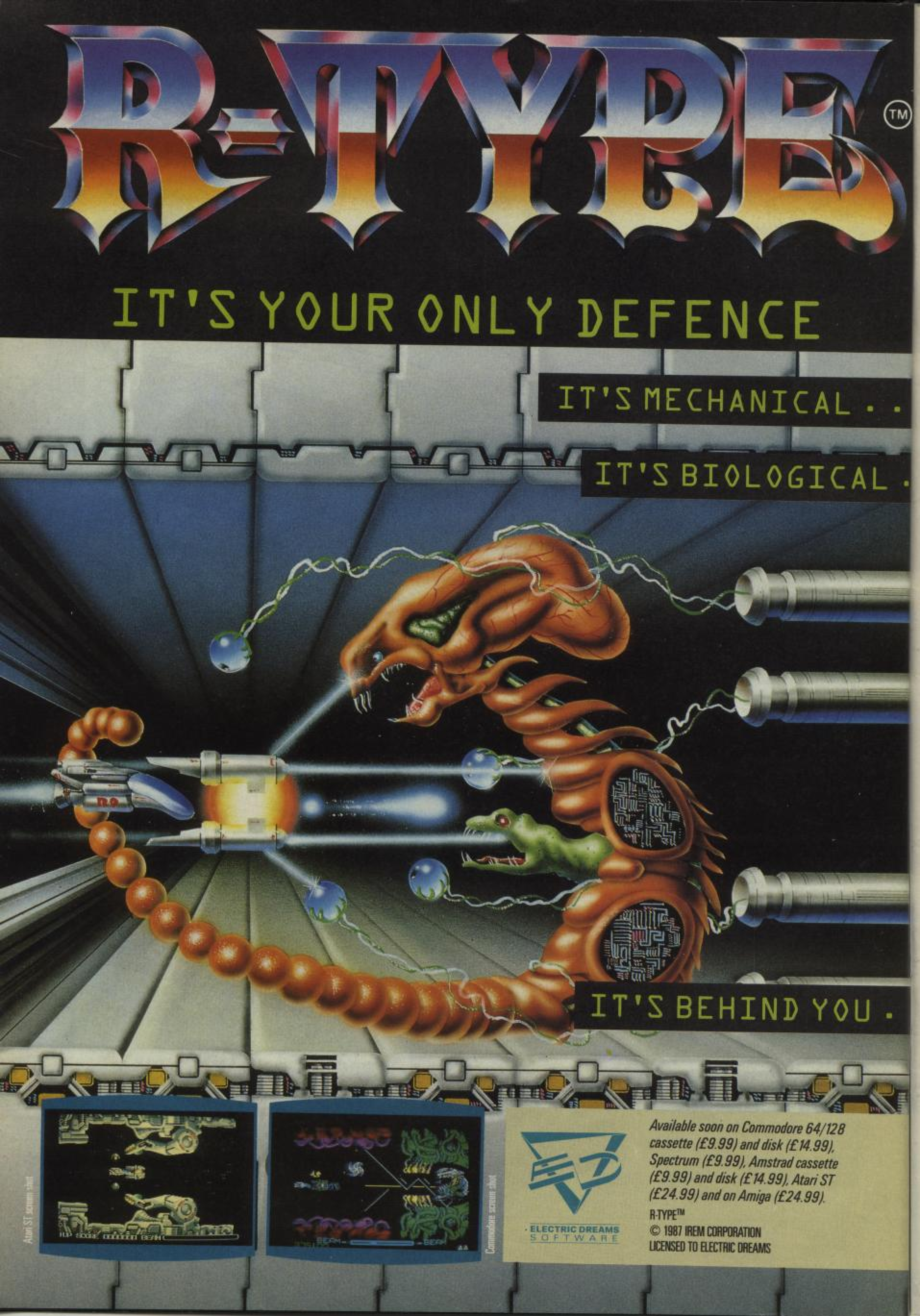
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PACMANIA

Grandslam, £9.95 cassette, £14.95 disk

Fortune didn't deal out a very happy hand for Pac – he's got no legs, a great big enormous mouth, he's bright yellow and to top it all, he's round. Not *quite* the sort of physique to get people oo-erring on the beach. I mean, who else could walk around naked and not get noticed *at all*? (Er . . . PG? – Ed)

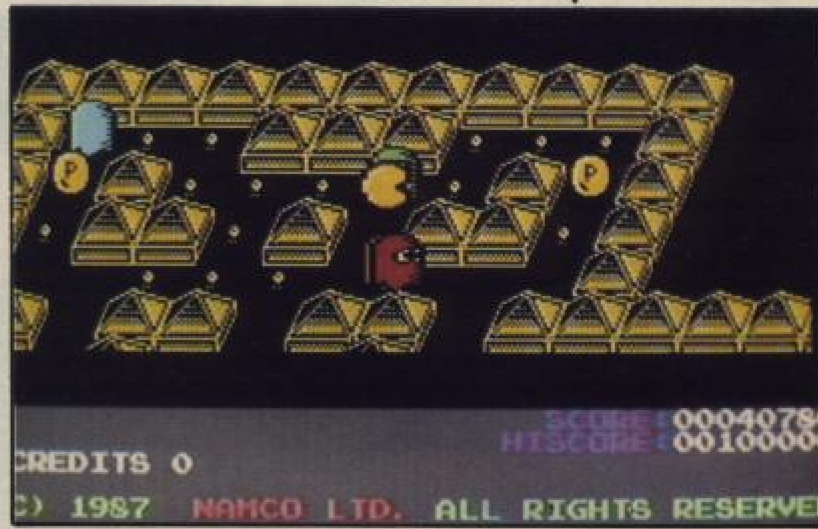
To make matters worse, wherever Pac decides to put down root and get on with his run-of-the-mill job eating the fruity sweeties that litter the Pacland streets, the place is immediately invaded by bunches of nasty, killing ghosts. Just think: right this minute horrible blobby shaped things are terrorising ordinary Pac-People and running riot in Block Town, Pac-Man's Park, Sandbox Land and Jungly Steps. Oh no!

If you're an ordinary Pac-Person with an ordinary eating-up-sweetie-pills job, those ghosts get right up your nose. Trouble is, you've got to clear each level, otherwise you don't get any points and can't go on to the next stage – and if you don't get any points . . . well, it's obvious isn't it, you're just plain weedy.

Luckily, Pac isn't badly equipped. For a start, he can jump – very useful for leaping over advancing ghosts. Second, he can swallow power pills. Each one turns all those nasty ghosts into tasty (very, very tasty) bits of er . . . well . . . stuff that Pac-Men like to eat – and very nice they are too, ta very much.

To boost his points, Pac can also swallow up a whole host of fruits and goody pills (including go-faster or double yer points) which appear miraculously every now and again slap bang in the middle of the screen.

Oh yeah – those fruity pilly sort of things that Pac-Men eat. They just never go away, so once Pac makes it through Jungly Steps, he has to go all the way back to clear Block Town again – only this time it's harder. Aaargh!



▲ The hi-res mode – bit like a Speccy, don't you think?



▲ Our banana-loving round-headed chum chomps his way to round- clearing fun in *Pacmania*



So what if Pac-Man's been around almost as long as Space Invaders – I think he's great! Not only that, I think Grandslam's conversion is great as well. In fact, I'm so happy I think I'll dance around the room with a purple daffodil in my mouth. Er . . . no, let's be serious (puts on a deep and serious voice) – Grandslam have made a really excellent job of the conversion. The graphics are detailed, the scrolling is fast and smooth and as for the music – if it doesn't make you want to leap up 'n jive with your joystick, I don't know what will. I just have one niggly reservation about the lastability: there are only four worlds, so after a while you might just get a bit bored of playing them over and over again. On the other hand, I'm not bored at all and I've been playing it all month!



Forget what people are saying about the Amiga version later in the mag – the 64 version is even more playable! For a start, it's faster – our jaundiced globular chum fair races around his mazes like there was no tomorrow. More than that, you've got a real chance of getting maximum ghostie-swallowing points – something which is a tad tough on the 16-bit versions. OK, so there isn't full screen scrolling, the worlds aren't all that brilliant graphically and the sound effects are pretty average – but it's great fun to play. Like everyone else, I've got doubts about it's lastability – but as an arcade conversion it's quite impressive. One to fill up the Chrissy stockings alongside Operation Wolf, **methinks.**



Maybe I'm a bit peculiar *(Yes – Ed)* but I just wasn't as impressed by the scrolling, graphics or sound of the 64 version as I was by the Amiga. It doesn't have the full-screen scrolling for a start and if you switch to night-time mode, you get something that looks suspiciously (shock, horror!) like a Speccy. Bleurgh! Having said that though, it's the gameplay department that really counts and Pacmania **is absolutely brill in that respect. If anything, it's just slightly tougher than the Amiga version, so you'll be racing around getting massacred and masticating ghosts like nobody's business. Come to think of it, I don't think you could get a more** playable **conversion of** Pacmania **on the 64 – and coming from a cynic like me, that means it's got to be good.**

PRESENTATION 82%
Neat little starting sequences for each world, a continue game option and the chance to start from any one of the first three levels; but no two-player game.

GRAPHICS 74%
Pretty stylish – but they're not full-screen and there's the odd glitch every now and then.

SOUND 80%
Four wild and wacky tunes, but only a few of the arcade machine's sound effects.

HOOKABILITY 92%
Well, it's not exactly hard to understand and it's great fun as well. Er . . . yeah.

LASTABILITY 70%
Only four worlds and you might get a bit fed up of chasing, chewing and chomping after a while.

OVERALL 88%
Pac-ed with oodles and oodles of larkabout fun.

ROY OF THE ROVERS

Gremlin, £9.99 cassette, £14.99 disk

Oh, no! Shock horror! Disaster! The Melchester Rovers team has been kidnapped and the charity football match to save the Rovers' ground is only a few hours away! There is only one man who can save them . . . the one and only *Roy of the Rovers*.

The game places you in the boots of Roy Race, Melchester's demon striker, on his search through the town as he tries to find the missing team members. On his travels he must confront hooligans, heavies and the supporters of the opposition; some of these, and certain objects, may be useful (hint, hint). If he manages to find members of the team, play carries on with the match itself. If – on the other hand – he doesn't find his teammates, then the developers will move in and bulldozer the place flat. Rotters!



▲ Melchester's own hero doesn't quite manage to be a winner this time



I've seen bad arcade adventures and I've seen bad football games, and combining two of the worst examples of both that I've ever seen doesn't make them any better! The graphics are atrocious and the sound . . . *yeeeurgh!* An abysmal tune plays throughout the adventure section and the effects in the footy section are crap. The game play on the other hand . . . is even worse. Not a lot seems to happen in the adventure section and often you find yourself walking around in circles; the footy game itself . . . yeuch! This must be one of the worst licenses ever. Avoid at all costs.



It's not often we get two games as bad as either section of Roy of the Rovers **together . . . in fact, I can't remember *ever* seeing a two sectioned game as bad as this before! The adventure section is pathetic, with a useless menu system that hardly seems to fit the game at all. The football game is fatally flawed, even down to the lack of goalposts. The players look as though they've got springs attached to their feet – bouncing about like a bunch of kangaroos. *Definitely* one to be missed.**

PRESENTATION 31%
Poor layout and a rubbish menu system that just clutters the game up.

GRAPHICS 23%
Flat, bland backdrops and extremely poor sprites.

SOUND 21%
Dodgy tune that plays throughout the first sections followed by terrible footy effects.

HOOKABILITY 19%
An awful affair from the first sighting of the naff title screen . . .

LASTABILITY 13%
. . . until you rush forward for the 'off' switch after one go.

OVERALL 18%
Not very good. That's all there is to it.

ARTURA

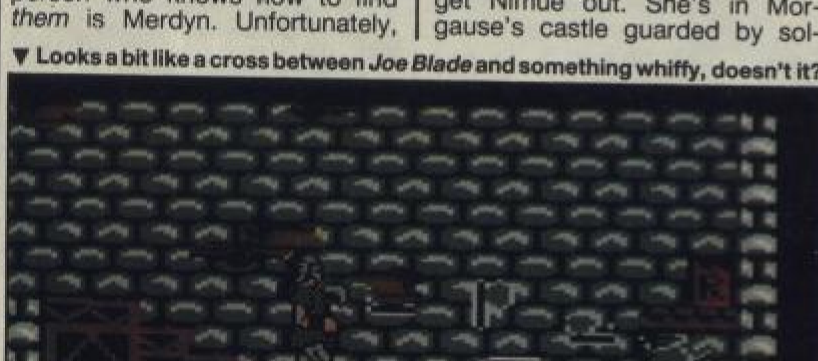
Gremlin Graphics, £9.99 cassette, £14.99 disk

You've heard of King Arthur, Merlin and Camelot. Well now we have Artura, Merdyn and Camelod. Er . . . yeah.

Anyway, this Artura chap wants to unify Albion (the British Isles, dummy). Trouble is, he can't do it until he gets hold of the sacred Treasures of Albion and the only person who knows how to find *them* is Merdyn. Unfortunately, Merdyn's been a bit careless and well . . . er . . . he's vanished. The only person who knows where *he* is happens to be Nimue, but . . . wait for it, she's been kidnapped – by Morgause, Artura's sister, to be exact.

You've got yourself involved in this boring plot so it's up to you to get Nimue out. She's in Morgause's castle guarded by soldiers, rats and flying chickens. Oh yeah, and the castle hides a set of runes that you need to collect as well. Get them all and Albion is unified, fail and it's not. Gripping, eh?

▼ Looks a bit like a cross between *Joe Blade* and something whiffy, doesn't it?







There must be something good that I can say about Aura. Erm . . . let me think. (Thinks.) Well . . . uh, the artwork in the packaging is quite nice – and it loads. As for the rest of it – I recommend it to the sort of pervies who enjoy burning money, drinking petrol, sleeping on tin tacks and sticking needles in their eyes. If you want bug-eyed blockman graphics, rasping beeps and as much gameplay as you'd get in a dead rat, rush out and buy this now. Everyone else: put your head through a meat-grinder first.



I've seen some really mediocre games in my time but Artura doesn't even rank as one of them. Nobody in their right minds should permit a set of graphics as jerky and badly designed as this to enter their home – this sort of thing is dangerous. As for gameplay – I'd mention it if there was any to speak of, but there isn't. Moving around a samey, boring and confusing castle is about as varied as watching paint dry and a lot less fun. If someone threatens to give you this, tell them NOT TO.

PRESENTATION 21%
Well, there's a scrolling message at the start and that's about it.

GRAPHICS 15%
Blocky sprites, lumpy chickens and washed-out brickwork – yuk!

SOUND 17%
Beeps, bleeps and beeps.

HOOKABILITY 11%
It can't be this bad can it?

LASTABILITY 8%
Er . . . yes it can.

OVERALL 10%
See it and avoid it. Any closer and it could damage your health.



1988 – ANOTHER YEAR WAY AHEAD OF WHOEVER IS NO 2 ... YET

U.S. Gold Ltd, Units 2/3, Holford


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ZZAP! TEST

SIZZLER

OPERATION WOLF

Ocean, £9.95 cassette, £14.95 disk

●**Spill digital blood and be a real 'ard man in Ocean's superb arcade conversion**

If your mother could see you now . . . The first sign was a perverse desire to watch all the films in the *Wild Geese* series – and then you started talking like Roger Moore. From that moment on only the life of a mercenary could satisfy your lust for the smell of blood, the heat of battle, the rustle of unmarked banknotes.

But we all know War Is Hell, and now here you are, with an UZI 9mm in your hands, a pouch of rocket grenades and a few extra magazines of ammunition. Your solo mission is to gun your way through four areas seething with soldiers all after your blood (and any other parts of your body they can hang over their mantlepieces), rescue the prisoners from the fifth concentration camp level, then get them safely to a nearby airport where you can 'borrow' an aircraft to take them home.

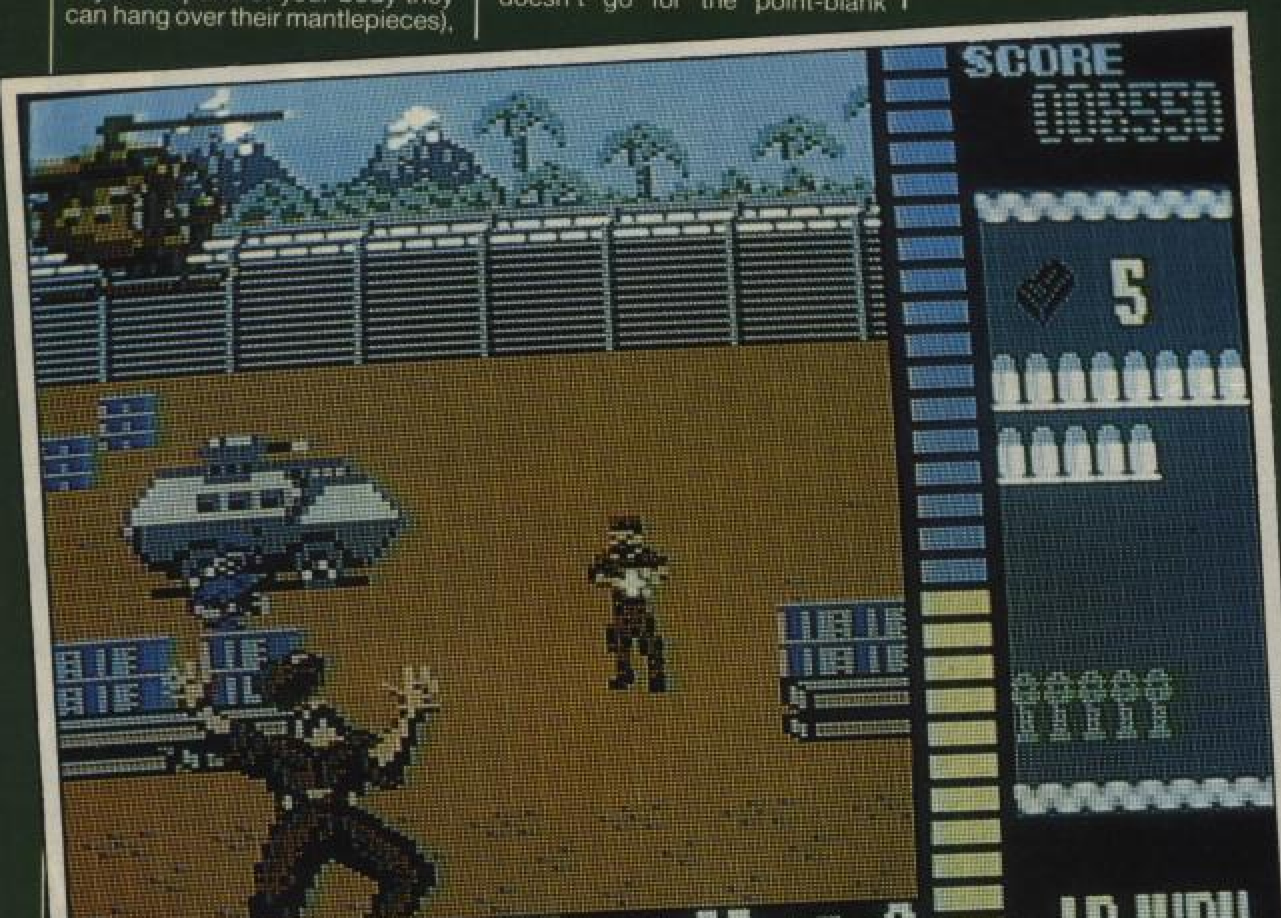
As you yomp through each horizontally-scrolling warzone, enemy soldiers appear on the screen, pointing their weapons directly at you! Take aim with a crosshair, pull the trigger and they'll hit the ground before they can pop a few bullets into your sturdy carcass – but take care to avoid splattering nurses or hostages all over the shop. Miss the enemy, and feel the hot lead fly into your face.

Of course, an intelligent guerilla doesn't go for the point-blank shoot-out and take up sniper positions in distant buildings or shrubbery, nor does he parachute in with guns blazing. The *really* clever one attacks from the safety of Bell helicopter gunships, tanks or gunboats.

All of your weapons are in limited supply, so careful aiming and judicious firing is essential. However, at random intervals, extra items appear at the foot of the screen to aid your progress (see box). Shooting these can provide extra magazines or grenades, or heal some of your wounds. Hit an F icon and you get five seconds to use up an extra supply of rapid fire bullets, while the dynamite icon destroys all hostiles on the screen, apart from the helicopters, which have their armour weakened.

When (or if) you get to stage six, get ready for the fight of your life: you have to wipe out no less than 85 enemy soldiers, 11 helicopters and four tanks before you and your charges can take the plane back to freedom, democracy and a large salary.

OPERATION WOLF SHOOTABLES	
HEALS WOUNDS	(p)
FAST 'N' FREE BULLETS	(f)
EXTRA MAGAZINE	
EXTRA GRENADE	
DYNAMITE SMART BOMB	



▲ So where's that UZI sub-machine gun then, eh?



Not being a pompous fudge-sucker, I won't moralise on the dangers of computer-simulated violence. Instead I'll just say, 'COR! THIS IS BRILLIANT FUN!' because that's just what it is. The game doesn't quite feature every aspect of the arcade version, but I don't think even the most ardent Operation Wolf **fan would complain when the programmers have packed as much as this into one load. The graphics move brilliantly, and even though the larger ones are quite chunky, they don't lack detail; on top of this, the sound effects are OK, too! Overall, it recreates the coin-op experience very well indeed, and I would recommend it to anyone who wants to kill people without getting drenched in blood and other body fluids. Another ace conversion from Ocean.**



To be quite honest, I didn't think that Operation Wolf **would convert at all to the 64. How wrong could I be? Ocean's in-house programming team have done an incredible job transferring the game to the home machines. Obviously the graphics and sound aren't quite like the arcade original and there are a few things missing, but the gameplay has been captured totally. The frenetic quality is incredible: the adrenalin really gets pumping when you're down to your last few rounds and a figure rushes on right in front of you discharging his revolver into your face (eergh!). I'm very impressed, actually, and I'm glad to admit that I was wrong to condemn the idea before I saw what a brilliant job has been done. It's fantastic!**

I remember playing this at Ludlow fair and not lasting very long at all, but next time I see an Operation Wolf machine, I'll be a lot better equipped to show it who's boss! Ocean have programmed a first rate home version to save all you Op Wolf fans from poverty. The jungle animals are missing but you've quite enough to occupy your gunsight without them! The graphics have been very well designed and even though the larger ones are made up of expanded sprites, they're not blocky or unshapely. The NEOS mouse option is very welcome and it emulates the arcade game's UZI light gun a lot better than the joystick. Having said that, the joystick control is about as good as it could be, the programmers having made the crosshair move progressively faster across the screen when you aren't pressing the fire button. All in all, it's dynamite!



PRESENTATION 90%
Excellent on-screen presentation and mouse option help retain the feel of the coin-op as far as possible. No multiload, either!

GRAPHICS 88%
Large and mean sprites to intimidate even the toughest micro-mercenary.

SOUND 72%
Good title screen and highscore table soundtracks, but sound in the game is limited to machine gun chatter and explosions (what else?).

HOOKABILITY 92%
Even if the coin-op's reputation alone isn't enough to grab you, the rapid-fire gameplay will have you hooked from the word go.

LASTABILITY 90%
Repeated playing doesn't make the fun fade one bit – and it's real tough.

OVERALL 91%
A brilliant conversion with tons of atmosphere and playability.



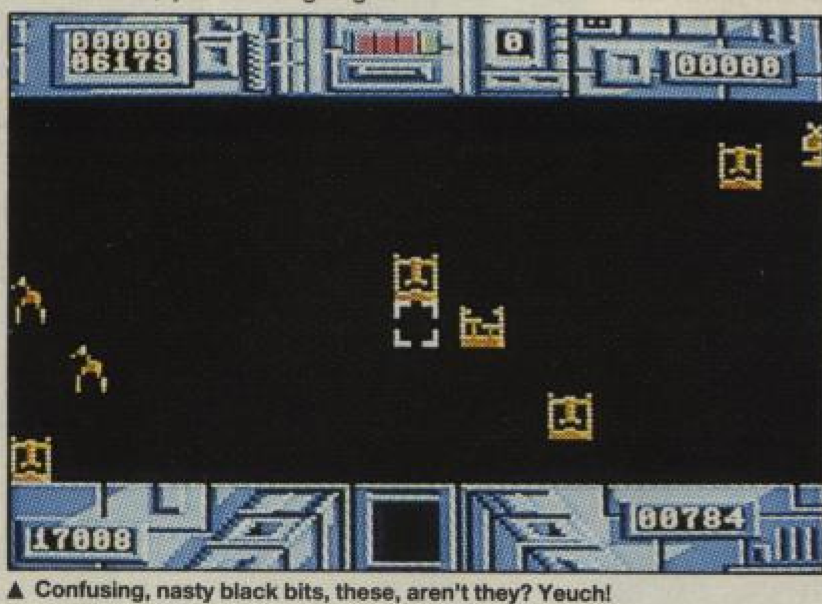
▲ Just the same gameplay as the Amiga version – and that means we don't much care for it. Sorry, but it should have been *senna pods*.

TERRORPODS

Melbourne House/Psygnosis, £9.95 cassette, £14.95 disk

The Empire's three-legged mechanical mineral marauders, the Terrorpods, are running amok on Colian, a remote mining asteroid under Federation jurisdiction. Colian is host to six colonies mining the super-tough Aluma ore, Quaza fuel and the explosive Detonite, and the baddies are raiding the mines without paying for the stuff!

Of course, you're not going to let them get away with it. That's why you're in your little DSV, patrolling the 3D landscape and blowing away any Terrorpods you come across. The DSV is equipped with a laser and a supply of missiles: if the laser runs out, bye-bye pension. When the sixth colony is freed from the tri-pedal tyranny, you can return home with a smile on your face.



▲ Confusing, nasty black bits, these, aren't they? Yeuch!



I knew transferring the 16-bit Psygnosis stuff onto the 8-bits was a mistake, and if Barbarian didn't prove it a couple of months back, Terrorpods certainly does now. The only thing the original version had going for it were brilliant sampled effects and snazzy graphics, but these have both been lost on the 64. The asteroid surface does scroll in parallax, but any effect of realism is lost when you try to move forward or back and the landscape doesn't move at all! Even intensive playing doesn't reveal anything to make me want to come back to it, and I certainly wouldn't like to recommend such a thoroughly unplayable game, even to a large fish which was threatening to eat me with its big pointy teeth.



Duh? What's goin' on? This must be the most confusing game I've ever played. The ten keyboard controls aren't adequately listed in the instruction booklet, but an on-screen list is available from the title screen – what a useless idea! On top of that, the controls seem to change around at inopportune moments. At one point the 180° rotate command got switched with the shield control, and further into the game, my DSV started launching missiles when it should have been firing lasers. If Terrorpods was better presented and had improved graphics and sound I wouldn't be so harsh on it, but in this state I don't think its worth anyone's tenner.

PRESENTATION 30%
Nice box, but no title screen and very poor documentation.

GRAPHICS 34%
Gaudy, chunky and poorly animated sprites.

SOUND 55%
Average effects but no music.

HOOKABILITY 33%
Bad instructions and unintelligible gameplay make instant addiction unlikely.

LASTABILITY 20%
You can only give it the benefit of the doubt for a couple of games.

OVERALL 22%
Glossy packaging hiding an awful game.

TRIVIAL PURSUIT: A NEW BEGINNING

Domark, £14.95 cassette, £19.95 disk



▲ ***A New Beginning*** **for smart alecs, cleverclogs and know-alls everywhere**

It's an extremely well-known fact (well-known to the sort of people who count, anyway) that if you want to get anywhere in this world (ie. if you want to be a *Blockbusters* champion or one of those people who smile a lot on *Going For Gold*) you have to be a really snotty-nosed smart-alec trivia expert. Obvious really.

Not so obvious is the fact that you have to be just as much of a clever-clogs to succeed on every other world as well. Ha! Bet you didn't know that. Oh, you did. Well you clearly know everything about this game already so why are you bothering to read the review? Honestly, some people are never satisfied (mumble, mumble, mumble).

We know this because far into the future, when the earth is dying, a number of traveller-players (between 1 and 6) will be sent out into the galaxy to seek out Genus II – the only alternative planet fit for human habitation. To get there, you need to collect six artefacts scattered on different planets throughout space. And we know *that* because er . . . well because it says so in the instructions, that's why.

Once you've answered a correction correctly to get out of the loading bay, you whizz into your rocket and nip off to one or other of the galaxy's planets. On each one, a green alien chief asks you a question, sometimes based on audible music or a visual graphic. You give the answer out loud to your fellow players (or just whisper it quietly to yourself). A press of the firebutton, and the computer reveals the right answer. Then it's up to you to confirm whether or not you got it right. Your turn continues until you get an answer wrong.

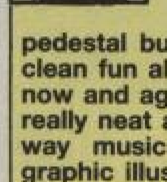
If you make it to Genus II, some pretty ugly planet elders ask you the ace Trivial Pursuit question. Fail and you try again next go – get it right and you're a really smarmy smartypants who deserves to be banished to another world. Bleargh!



Give me a set of trivia questions, a big creamy bun and a mug of tea and I'm happy for ever – well, a couple of hours anyway – so I was pretty, pretty pleased to get hold of the second version of Trivial Pursuit. **Not that it's actually all that different from the first. OK, you've got the added attraction of a mad and wacky sci-fi plot but, to be perfectly honest, whether I'm asked a question by a wriggly wormy alien or some guy called TP (as in the original) doesn't make all that much difference. Still – it's great fun to play and there are blocks and blocks of different questions – so it should be ages before they start repeating themselves. If you haven't done so already, rush down to your nearest software shop and give this a very energetic whirl.**



I agree with Paul (for once), in that Powerplay **is still *the* best adaptation of a trivia game onto a computer – it's also over a tenner cheaper to get hold of now. However, this doesn't mean that** TP **is bad: it's definitely an improvement over the original (which I thought was a bit literal and boring). The graphics are really cute and add a lot of atmosphere to the huge variety of questions – some of which are a *bit tough* – but the sound isn't all that brilliant. Of course, if you can *find* six other players to play with, the range of options is great – but I doubt that this (expensive) version of the classic boardgame would appeal as much as buying the real thing. One to fill the bottom of a Christmas stocking – maybe.**



Well, this hasn't quite knocked my favourite trivia game, Powerplay, **off its hallowed pedestal but it's really good, clean fun all the same. Every now and again you get some really neat animation and the way music sequences and graphic illustrations are used as actual questions is just as appealing as in the original** Trivial Pursuit. **I'm still not absolutely sure that you could realistically get six members of your family, including granny, to crouch round the TV just as they would around a proper board, but then it's probably more fun playing with one or two mates anyway. If you've got the first game you probably wouldn't buy the second unless you had more money than sense, but if you haven't, go out and buy it now. Oh yeah, the price – £14.95. Bit steep that, innit?**

▼ **Well, come on, let's have the answer – and no cheating, either, or we'll get Gordo and his pet pigs to sit on you**



PRESENTATION 85%
Up to six competing players with opportunities to analyse your score in different subjects, turn graphics on and off, set a time limit, edit players and load extra questions.

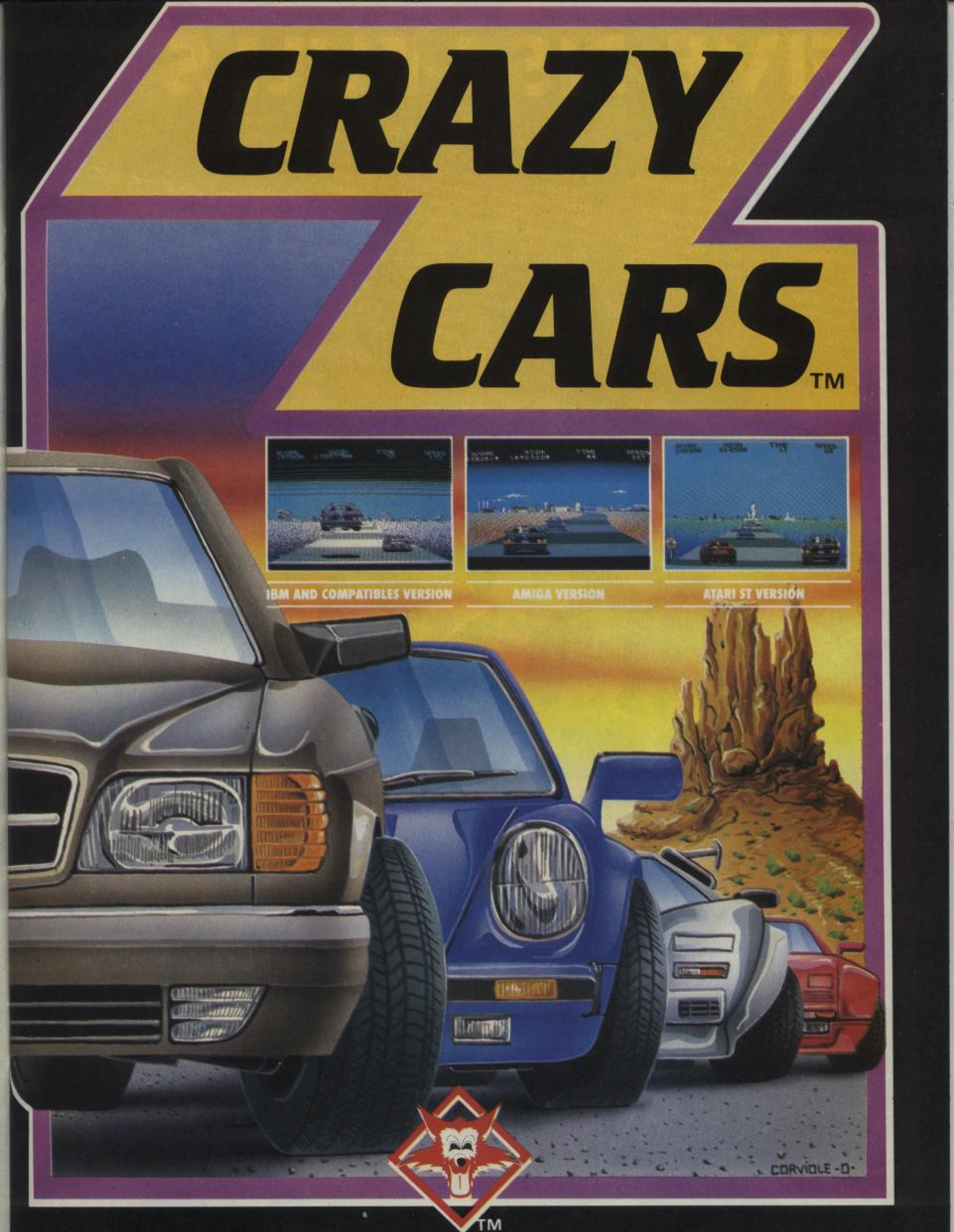
GRAPHICS 64%
Boldly coloured but slightly blocky sprites with occasional bits of cutey animation. Samey backdrops.

SOUND 60%
Basic sound effects with one or two bits of music incorporated into the questions.

HOOKABILITY 80%
Well, you've got to prove how clever you are.

LASTABILITY 72%
Over 3000 questions will take a while to answer.

OVERALL 83%
A cleverly revamped version of *Trivial Pursuit*. Probably not worth buying if you've got the original, though.


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GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

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SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
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SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!





Screen shots from various formats.

Gremlin Graphics Software Ltd., Alpha House,


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STAR TREK – THE REBEL UNIVERSE

Firebird, £9.99 cassette, £12.99 disk

CAPTAIN'S LOG: STARDATE 4107.4

► The Enterprise is alone in a sphere of hostile space. According to our briefing, the Klingons have been using a new weapon, the Psimitter, to take control of 20 Federation crews and their vessels. Contact with each ship was broken just after they entered the area to investigate previous losses, and now the Enterprise is to be the last starship sent into the quarantine zone before the whole area is sealed into a Klein Sphere, thus preventing the further spread of the mutinies. Our mission is to find the location of the Psimitter and reverse its effects within five years. After this time, the Federation will be forced to make the Klein Sphere permanent, locking us into this Rebel Universe forever . . . Unless we fall victim to the Klingon weapon first . . .

Kirk out.

The Enterprise's bridge crew and their instruments are at your disposal through a windowing system which splits the display into seven small screens, any of which can be activated by pulling them into the larger main screen. Crew members are in their traditional posts – Mr Scott reports on fuel levels, Chekov controls the ship's phasers and photon torpedoes, and Sulu sits at the helm.

Courses between star systems are plotted on a spinning starglobe – but once inside a solar system, the Enterprise can move into orbit around any planet in the system. Clicking on a planet or star, then moving to Spock's screen, provides information on its alliances, and what is likely to happen if you approach it. There are 21 planetary types, some dangerous, some which will provide information or items to aid your mission.

Planets designated as Life Supporting can be explored by a landing party. Obstacles usually guard useful equipment, but each member can come up with a plan for overcoming it, which can either succeed, be ineffective or injure the party.

There are 33 types of item to be found on planets, and at least five ways to use them to end the Klingon mutiny plan.



When I first saw the *definitive Star Trek* game on the ST, I was really impressed by the window system, the digitised graphics and the sampled sounds, but the disappointment was that there wasn't an awful lot of gameplay underneath it all. However, I'm happy to say that the 64 version is surprisingly good. It's very well programmed in all respects – the 3D vector graphics, the selection systems and even the sounds, which are pretty close to the real Enterprise effects, compare very favourably, even with the ST version, and the game even plays slightly better. It's still obvious that the game is biased towards strategy rather than arcade action: attacking enemy ships doesn't really require any skill at all – just plonk the targetting circle on the ship and watch it disappear a random number of shots later! Not terribly exciting! Still, any Trekkie willing to stick with it should find it a romp through the galaxy with Jim and the gang very satisfying.



Unlike Paul, I was never much of a Star Trek **fan so I didn't really get a lot out of this game. It all looks and sounds very nice, with spinning 3D star charts and spacecraft, and a good few 'Trekkie' effects, buthe gameplay is just a bit shallow. It just seems to be a matter of moving from system to system blasting the odd spacecraft now and again (in a pretty undemanding shoot-out). Even the planet exploration isn't very interesting because the game doesn't create any atmosphere by describing your surroundings or going into any detail about the obstacles. The solutions to the 'puzzles' aren't particularly stimulating either and my favourite strategy was to go through each crew member's suggestion because the correct option seems to be random. Overall, it's very nicely presented and** Star Trek **fans should lap it up, but anyone expecting a space exploration game along the lines of** Elite **should put their phasers on stun for another game. Er . . . yeah.**



▲ The golden oldies – tons better than The New Generation

▼ Cue Mr Sulu: 'Now in standard orbit, Captain'



PRESENTATION 87%
Excellent window and icon selection system.

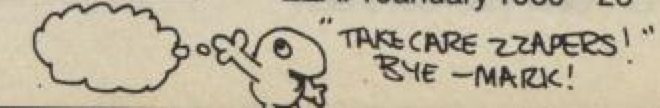
GRAPHICS 89%
Very good character graphics, and fast vector graphic spacecraft.

SOUND 88%
Brilliant rendition of the Alexander Courage theme tune, and fairly accurate Enterprise FX.

HOOKABILITY 88%
Icon selection system is fairly self-explanatory so it doesn't take long to get into the game, but some manual reading is required to get the most out of it.

LASTABILITY 78%
A lot of exploring to do, but unless you're a Trekkie the action might seem repetitive.

OVERALL 81%
Very well presented – but the basic strategy/adventure gameplay will appeal much more to fans of the series than to arcade fans.



ZZAP! TEST

SERVE AND VOLLEY

Accolade/Electronic Arts, £9.95 cassette, £14.95 disk

Right. Here you are, about to enter a tennis tournament. You've got your trendy shorts, your Adidas shirt, your Puma trainers and a designer racket; what else do you need? Ah, yes. That's it. *You need to learn how to play tennis!*

The game starts by selecting a match type and length, as well as choosing which player you wish to control. Play can take place in one of three locations: Centre court,

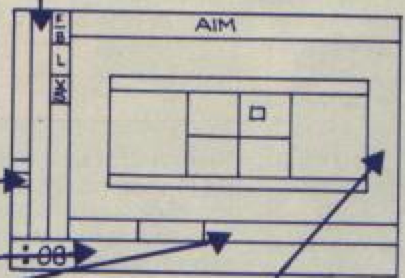
SHOT SELECT BAR – Press fire when the grey bar passes the type of shot you wish to use.

SHOT TIMING BAR – hit as close to centre line as possible.

SHOT DIFFICULTY LEVEL – also shows shot error.

FATIGUE LEVEL – affects shot power.

AIM WINDOW – Plots where you will aim or run to. Also shows a 'strobe' effect display of the shot.



▼ **You can*not* be serious! How am I supposed to reach that?**





When I first looked at this, I thought it was all a bit dull – the action *is* very slow. But once you've accepted that fact, and you get used to the complex control and play methods, you've got a lasting and fairly enjoyable sports simulation which offers you much more depth than any previous tennis game. It's a lot like Matchday 2 **in that it moves like a crippled sloth, but the extra features just about make up for it. The graphics and sound are nothing to shout about, but the presentation is very much up to the high Accolade standards; if you're a tennis fan, check it out, especially if you've got a friend (aaaah!)**



I always considered Accolade a force to be reckoned with when it came to sports simulations, what with classics like Hardball **and** 4th & Inches **to their credit; but now that we have** Serve and Volley, **I'm not so sure. The idea of a more tactical approach is fair enough, but when it plays as slowly as this the idea falls a bit flat. Sometimes the opponent's serving is like never! Also (he shouts, adding to the moans) it seems to play a bit unfairly. Just when you think you've got used to the sluggish timing bars and player movement, the bar rockets down past the line and causes you to miss the shot. This kind of thing I can do without! On the other hand, if you're a dedicated sports-sim fan and *need* to have a tactical tennis game your collection then you may overcome these difficulties. All the time I played it, however, they just stayed screamingly obvious.**

BY FAIR MEANS OR FOUL

Superior Software, £9.95 cassette, £11.95 disk

Your mother may not like it but somehow deep inside you, there's always been this hankering to be . . . wait for it . . . a DJ, an electric blanket, a summer pudding, PG's teacup? Er . . . no, actually, a boxing star.

First thing you have to learn, mate, is that yer average boxer doesn't get to be famous overnight. Nope, he's got to work his way up the league and beat six opponents (played by the computer or a friend) on his way from Junior Champion to mega superstar.

Oh yeah, he's also got to learn to cheat. Oh no, *not really cheat?* Well yes (shock, horror, gasp!) – but only once or twice. In each round, which lasts for 60 seconds, you can opt for a load of everso respectable moves (you know: guards, ducks, punches, upper cuts) *and* one or two not-so-respectable ones at all like the kick, head butt and groin punch.

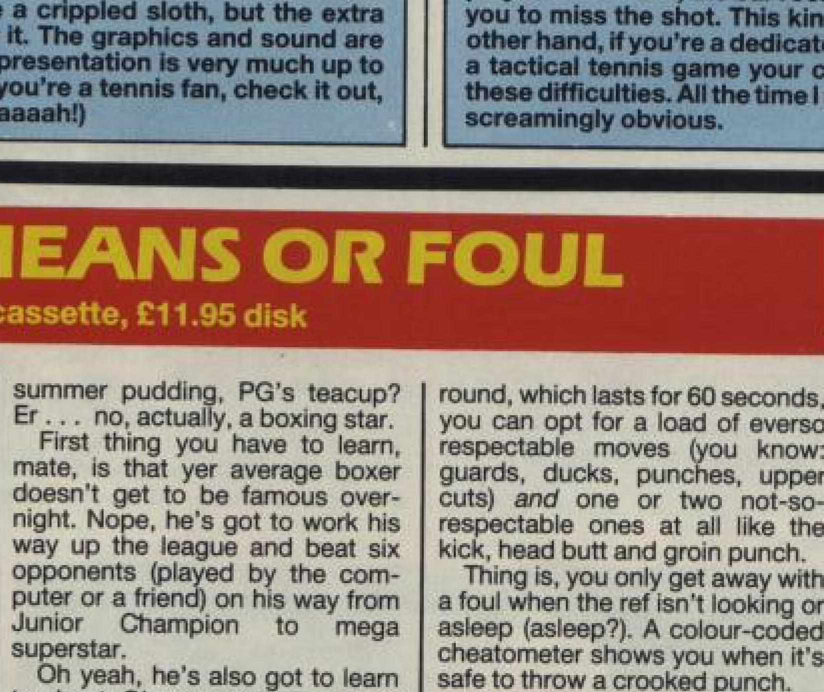
Thing is, you only get away with a foul when the ref isn't looking or asleep (asleep?). A colour-coded cheatometer shows you when it's safe to throw a crooked punch.

The object is to deprive your opponent of five lives before he gets his sweaty paws on yours.



Talk about blocky graphics! Whoever decided to pass these purple, pug-featured sprites should get an eye-test – and pretty quick too. I mean – when one of the fighters gets KO-ed he collapses all over the ring like a burst salami. Shame really, because the game itself is pretty good: there are loads of moves, the opponents are tough enough to give a good fight and there's all the excitement of punching fouls as well. Not only that, you get a practice session as well so you can get used to the moves *before* you go into the ring. I have to admit that I've never yet come across a boxing sim that I haven't found a teeny weeny bit boring (give me a good beat 'em up any day) but if you're a bit of a heavyweight fan, this is definitely worth checking out.

▼ **Have you seen our competition yet? Either way, this is a caption – so don't go asking questions about competitions here**





I reckon the most important thing about a boxing sim is how well it simulates the boxing (I have these brill ideas sometimes) and when it comes to *that*, you can't really fault By Fair Means Or Foul. **Well, not as long as you don't mind playing with lives. Personally, I was a bit disappointed to find that if you knock your opponent out he can still go on fighting in the next round. Not very true to life, that. Erm . . . as for the rest of the game, it looks as if it's a throwback to two or three years ago: the graphics are badly-drawn and blotchy (who ever saw a *purple* boxer, anyway?), the sound is pretty basic and the presentation isn't all that hot. Still, if gameplay is all you care about and you're a wacky boxing freak give it a go.**

And how do you lose a life? Getting caught throwing a foul punch, losing all your energy or having less energy than your opponent at the end of a round, that's how. Good job you can have a go in the practice ring before you start.

Oops! Nearly forgot the obligatory boxing joke. Know what I mean, 'Arry?

Seaside or Country club, each with their own backgrounds.

The action is controlled via a tactics box (see below) and continues up until the selected limit (one set, best of three or best of five), with the winner being nominated cup-holder on the title screen.

PRESENTATION 71%
A lot of options, but the tactical play boxes can be overly confusing.

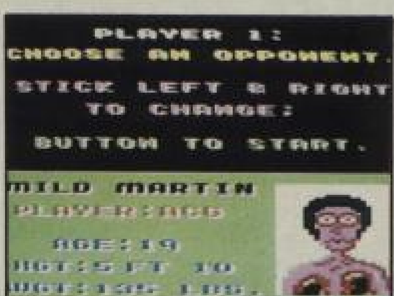
GRAPHICS 69%
Slightly blocky sprites and poor animation, barely good enough to portray the action.

SOUND 48%
Poor tunes and a few bland effects.

HOOKABILITY 63%
Initially very confusing due to all the things you've got to take into account before actually playing a shot.

LASTABILITY 73%
When you get used to it, you may grow to enjoy it. The two player option could extend its playability, too.

OVERALL 71%
An unusual tennis simulation that doesn't quite hit the mark. Not one of Accolade's best.



PRESENTATION 68%
Two-player game and practice options. Password system lets you skip opponents you've already played.

GRAPHICS 45%
Primitively drawn purple sprites prance around against very basic backdrops.

SOUND 47%
Simple honky-tonk title ditty plus minimal punching effects.

HOOKABILITY 69%
Practice option makes it easy to get into . . .

LASTABILITY 40%
. . . but with only six opponents and not all that much variety that might not last.

OVERALL 66%
A competent boxing sim let down by badly-designed graphics and basic sound.

FAST BREAK

Accolade/Electronic Arts, £9.95 cassette, £14.95 disk

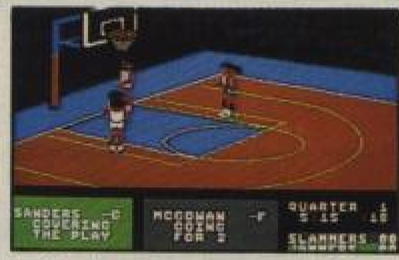
OK, Los Angeles Lakers, here we come! Well, maybe you're not *quite* good enough for the LA Lakers yet, so how about the LA Jammers – or the Boston Slammers? Or the Houston Hammers? No, only joking, you can't have Hammers, just Slammers and Jammers. Er . . . yeah.

Whichever team you pick (the computer or your mate takes over the other one), you select your three players (each has different aptitudes) from a possible team of six. After that you can head straight for the bone-crunching match itself or go for a bit of playmaking.

So what *is* playmaking? Er . . . well, because you can only control one player at a time while you're on court, you choose the overall team strategy from a series of 14 team plays – the 15th you can even make up yourself.

OK, you're out in the arena and this is it. You can pass, dribble, steal, rebound and block: a press of the firebutton and you change player control. The screen flips between the two halves of the court and fouls, half-court violations plus the 24-second rule are recognised. You can select the length of the quarters and there are three timeouts per half.

And that's it. Well, what more do you want from a basketball sim?



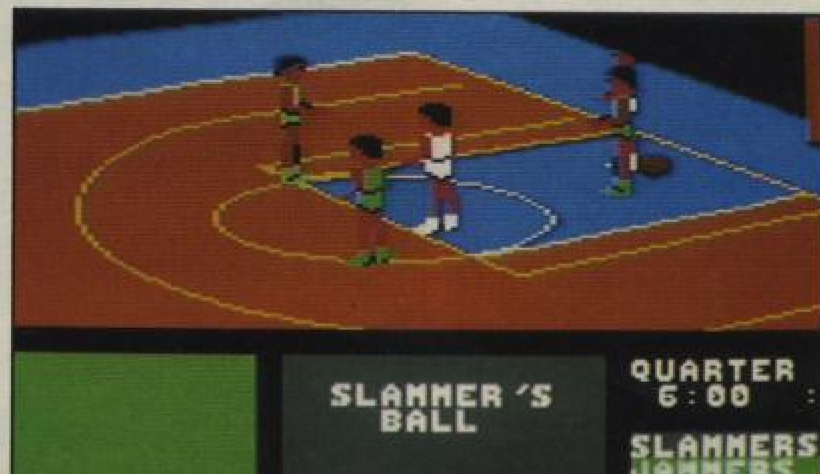
▲ It's all over bar the shouting. AAAAARRRGH! It's over



Normally the only time I have anything to do with basketball is when I switch on my old telly and open a bag of crisps. Fortunately, you don't have to get off your bum to play this and I had a heck of a good time thrashing the pants off Kati in two-player mode. (Oi, I won 12-2 – Kati). **The one-player game isn't that hot, though, and nor is the action, which comes out a bit on the jerky side. I reckon that if Accolade had concentrated a bit less on all the strategic options, which I didn't find all that interesting, and a bit more on the scrolling and execution they'd have had a really good game. Don't get me wrong: what they've got isn't at all bad – it just could have been better. Anyway, give it a go before you buy – it might just grow on you.**

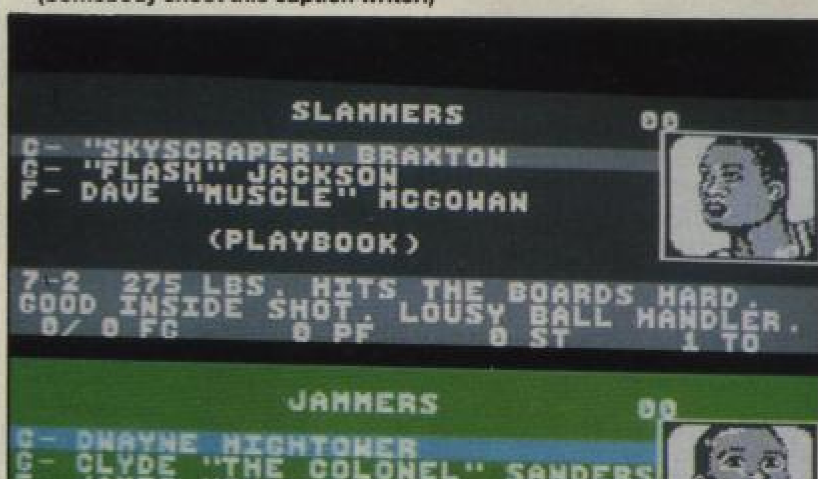


Can't say I'm the biggest basketball fan in the world (I'm pretty skinny actually) but I did enjoy Fast Break **– when I was playing with someone else. Slam-dunking against the computer on the other hand is a definite no-no because the opposition's just too tough. By the time you've switched players, the other team is already shooting from a couple of yards short of the centre line AND THEY NEVER MISS. Aargh! Oh yeah, that's the other thing I didn't like – the action's pretty jerky and the screen doesn't scroll at all which means that mid-screen (bang in the middle of all the action) there's this awkward, jarring flip. If you've got a brother, sister or mate that's willing to play, definitely give this a go – it's great for a twosome. If you haven't, stick to** International Basketball **– it might not be as fancy but it'll probably give you a better run for your dosh.**



▲ Big bouncing banana basketball fun in Accolade's *Fast Break*

▼ Bic biro baby bubbling blubber-teasing fun in *Fast Break* · (Somebody shoot this caption writer!)



PRESENTATION 78%
Two-player mode, choice of quarter-lengths, timeouts, loads of options and little diagrams but no skill levels.

GRAPHICS 70%
Detailed sprites but the action and scrolling are on the jerky side.

SOUND 44%
Just the usual crowd and bouncing ball effects.

HOOKABILITY 68%
Loads of options make it slightly difficult to get into . . .

LASTABILITY 71%
. . . but that soon wears off.

OVERALL 68%
A neat little basketball sim but only really worth it if you've got two players.

CAVEMAN UGH-LYMPICS

Electronic Arts, £9.95 cassette, £14.95 disk

Ask anyone when the Olympic games first took place and they'd probably say Ancient Greece – but they'd be wrong. Unknown to most people, the first games actually took place many years before this, in the days of wild creatures and cave dwellers. They were called the *Ugh-Lympics* (cue dramatic fanfare – da dadada da da da DAAAA!).

The games were only for the hardest, cleverest and most athletic cave-people in the world – or, failing that, anyone stupid enough to take part. The contest consisted of six events: Clubbing, Fire-making, Mate-toss, Dino Vault, Sabre Race and Dino Race. Over the years of pre-history, a number of individuals have managed to rise to high athletic status and be credited in the caves of fame. These athletes include Vincent, Gronk, Crudla, Glunk, Thag and Ugha.

You have the opportunity to take the part of one of these heroes in the great contest. After selecting your character and nominating a sponsor (such as Bzunk's Mammoth Meat or Nicestink Perfumes) you can select whether to practice an event, look at the records or take part in the whole competition.

The events are played as follows:

MATETOSS
This requires you to whirl around – by moving the joystick in a circle – and throw your girlfriend the furthest possible distance.

SABRE RACE
In this event you must waggle the joystick to escape the pursuing sabre-toothed tiger and climb a tree at the end of the course; otherwise the tiger will catch up and eat you!



When I saw Caveman Ugh-Lympics **for the first time, I found the whole thing entertaining and fun to play, but after a few games the humour began to rub off, leaving – in my opinion – a simple sports-type game. The graphics are good, with large, nicely-drawn figures leaping, running and smashing hell out of each other, much to everyone's amusement (the opening scene is particularly funny in a Python-esque sort of way). The overall presentation, on the other hand, isn't too impressive: I can see cassette owners getting extremely frustrated with the loading system. Anyhow, if you're the kind of person that likes a laugh and can see jokes a number of times and still find them funny, then** Caveman Ugh-Lympics **is for you.**



Ugga, ugaAAA, nif, nif, clunk – yeah! just my sort of game, this. Bumbling around in a pair of hairy underpants, bashing red-nosed Gronks over the head and leaping like a ravin' mad person over dinosaurs – right up my street. Electronic Arts have really gone out of their way to include as many loony details as they possible can so you can watch your mates get thrown into the sea, club their skulls in and generally behave like a very irresponsible prehistoric person. Maybe the events aren't quite as long-lasting as the sort you get in a lot more serious and everso high-brow sports simulations – but I just don't care. It's at least as much fun winning a fire-making contest or the dino-vault as it is to dive or hurdle your way to success! Er . . . didn't think much of the mate-tossing, though . . .

▲ This dino race sequence is just a tad-ette jerky – but it's good fun once you get used to it (Y.Y. Awn captions Inc)





Yeah! At last a really funny and *different* alternative to the endless procession of Olympic and other Games variants! This is dead good fun – my favourite event is the Fire Making, because the expressions on the winners' faces are just hilarious! The graphics are all big, colourful and cartoony, and are only let down by the scrolling on a couple of events; the 'bad' tunes, on the other hand, crack me up (oh well . . . I'm easily pleased). It's really refreshing when you get a game like this in for review: go out, buy it and have a laugh – if you can stick tedious multiload systems, that is.

FIRE MAKING
To win you must light your fire first by rubbing two sticks together then blowing the sparks alight. You can club your opponent if you feel like it.

CLUBBING
This is a piece of utter brainless violence. Bash your opponent off the edge before he does it to you.

DINO RACE
Ride your trustee lizard-steed over the rough terrain and cross the line first to win.

DINO VAULT
Use a handy piece of lengthy stick to jump the chasm and leap over the beast's head or end up being spat over the horizon.

▼ Oh dear – it looks like someone's discovered fire before Cameron



PRESENTATION 53%
Excellent cartoon touches but abysmal multi-loading system.

GRAPHICS 85%
Large and humorously animated sprites, but poor scrolling at times.

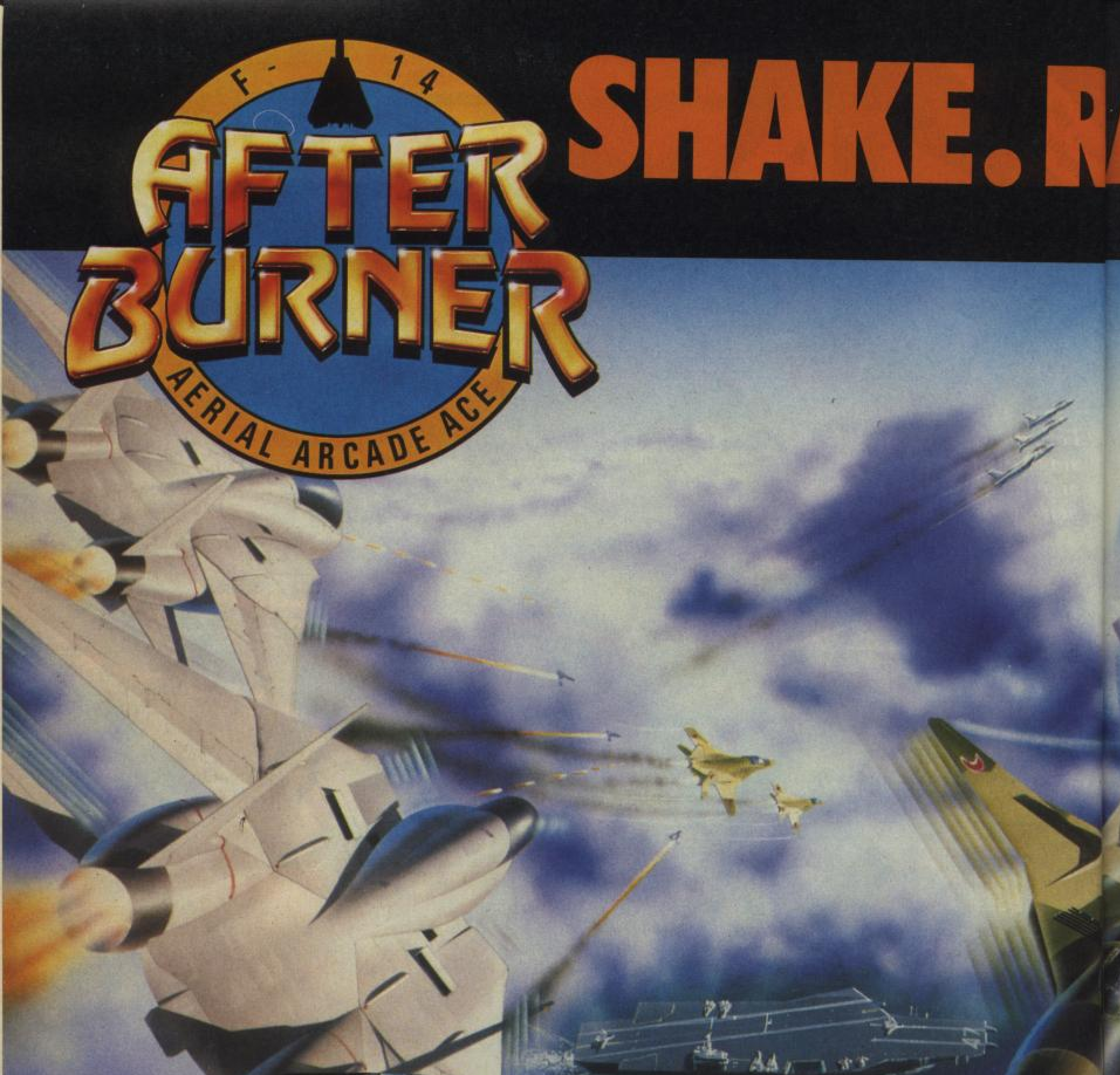
SOUND 56%
The bad tunes are supposed to be funny, but it falls a bit flat.

HOOKABILITY 81%
Good fun at first due to the sense of humour and variety of events . . .

LASTABILITY 69%
. . . but it may become tedious eventually. Still, there's always a high score to beat!

OVERALL 80%
A worthy investment if you want entertaining for a couple of weeks.


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F-14
AFTER BURNER
AERIAL ARCADE ACE

RATTLE. ROLL IT...





Amiga screen shots shown



ST screen shots shown

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Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99), and MSX (£9.99).

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GAME OVER 2

Dinamic, £8.95 cassette, £14.95 disk

Having managed to overthrow the Empress Gremla's reign, Arkos has landed himself right back in a cowpat full of trouble: he's being held on Phantis. Only one man, Major Locke, knows the planet well enough to attempt a rescue.

He's got to be hard enough to beat two sections: a horizontally scrolling shoot 'em up through caverns, jungles and all that plus six more code-accessed landscapes which lead you to Arkos. Make it to the heliport and you take to the air to enter the final prison level in style.

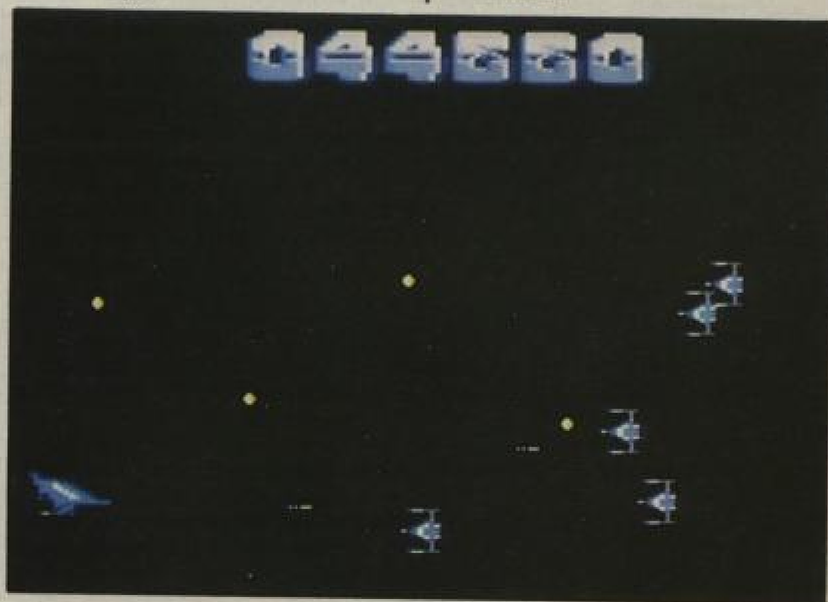


This is the sort of game my mother would like, not because it's good, but because you get a lot for your money. There's a nice box, with two illustrated manuals, a big poster and two two-part games – both of which are pretty mediocre. The graphics are smooth and neat but not terribly attractive and the use of sound seems very old-fashioned, extending only to weak laser effects and a few nondescript tunes. Dinamic have obviously listened to their critics, who always complained about their games being too difficult, but Game Over 2 **has gone too far the other way, and neither of the two sections will have you breaking into sweat. I was close to finishing both after only a few goes, and if I can manage that, it won't last long for the real joystick junkies out there.**



I thought Game Over **was a tad-ette too difficult, but in this follow-up I completed the first section on my second go! When I got there, I found that there wasn't really much to it – you just go around picking up things, shooting people and getting bored. If the graphics were fantastic or the sound amazing, this might be excusable – but they're both reeely dull. So, what we've got here is an uninteresting game with fairly tacky visual effects that's a bit too easy. However, it could be worth a look if you haven't got the origina. game. Try before ye buy.**

▼ **As a package it isn't bad VFM – as a game on its own, it's little more than budget standard**



PRESENTATION 89%
Nicely packaged with large poster and a free copy of *Game Over.*

GRAPHICS 60%
Competent in both sections but nothing wonderful.

SOUND 56%
Not overly impressive on either the music or spot effects fronts.

HOOKABILITY 65%
The blasting and arcade adventuring are easy enough to get into and even fun for a while.

LASTABILITY 54%
Not much of a lasting challenge to keep you hooked.

OVERALL 58%
A nice package, but the game itself hasn't got anything outstanding going for it.

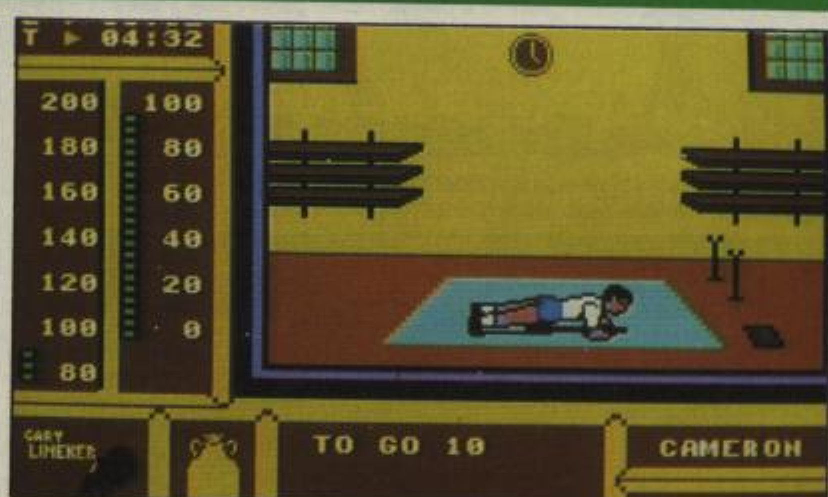
GARY LINEKER'S SUPERSKILLS

Gremlin, £9.99 cassette, £14.99 disk

If you were to meet Gary Lineker in the local corner shop and ask him what the secret of his success was, what would he say? 'Talent'? 'A diet of snails in garlic butter'? Or maybe just Mind your own business, couch potato'. We don't really know but high on our list of possibilities has to be a strict regime of gym training and ball control exercises.

Well, now *you* can help Gaz limber up in his private gymnasium. You know the sort of thing: press-ups, squat thrusts, weight lifting and monkey bar swinging. There's a time limit on each exercise – you could end up starting from the beginning again. Rotten bleeder!

Oh yeah and there's always ball-juggling, dribbling, shooting practice as well. Nice one Cyril.



▲ **Oooh, look out, it's Gaz – come to rustle our Holsten Pils again.**



This instalment in the trilogy looks and sounds reasonable, but after pulping my wrist and a joystick I hadn't really achieved anything. The only fun is gained from repeatedly trying to beat the clock which isn't half as enjoyable as training for something then taking part in it, as in, say Daley Thompson's Olympic Challenge**. The multiple player option boosts the enjoyment, but there are much more interesting things for a crowd of people to be doing – playing football in the park for example. And that costs less than £10.**



If this trend for joystick pounding sports games continues, I soon won't be able to recognise my own wrists. The gym training reminds me of Ocean's Daley Thompson's Olympic Challenge**, but with a bit more variation in the waggling, some of which just depends on timing. But whereas in** DTOC **the results of your training had an effect on your success in th track and field events,** Superskills **is just training. All the effort you expend on mashing the joystick doesn't go towards winning a competition and so the whole exercise is pointless. What's there is well done, but there really ought to be more.**

PRESENTATION 68%
Multiple player options and three skill levels, but they don't add a lot to the game.

GRAPHICS 70%
Tidy and reasonably well-animated sprites, but nothing eye-catching.

SOUND 66%
No effects, just a bouncy Ben Daglish soundtrack running throughout.

HOOKABILITY 67%
Interesting at first, but action soon becomes repetitive and boring.

LASTABILITY 56%
There's no climax to the training so the only reason to keep playing is to build up a score.

OVERALL 59%
£10 is a lot to pay for an unremarkable sports game.

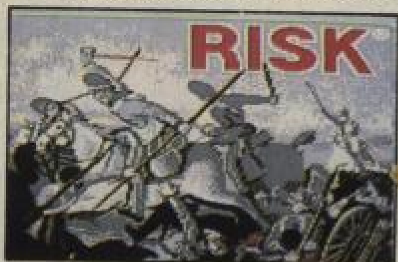
ZZAP! TEST

RISK

Leisure Genius, £12.95 cassette, £14.95 disk

The situation of world peace is deteriorating rapidly: the renegade armies are becoming more and more powerful every day, spreading their forces over the globe, fighting bloody battles to gain each new territory.

The game of *Risk* is a simulation of exactly this type of situation. You must place and move your armies around 42 territories, attempting to claim as much of the globe as possible by fighting with occupying troops. All battles are decided by a selected number of dice – and forces are depleted as appropriate. Battles may be continued until a territory has been won over completely; your ultimate aim is to capture the whole globe (or a specific area depending on your selected mission).





I've never actually played the board game version of Risk **before and I thought I was in for a confused hour whilst I tried to understand the instructions. However, I was remarkably surprised at how easy the rules were to grab hold of, and I soon battled through to win the contest. This is where the problem arises. Unless you are playing against a human, the computer may not offer a great deal of lasting challenge. Still, one thing in its favour is that you can't lose the little plastic pieces!**



When playing a boardgame that's been converted to a computer, I usually think 'what's the point when you can have just as much (if not more) fun around the board with a bunch of friends?' The thing I look to most in computer versions is how much of a challenge the computer gives in single player mode. Unfortunately the computer player in *Risk* isn't that difficult to beat – I managed it with very little experience of the game; not exactly awe inspiring! Anyhow, it's a decent rendition of the old cardboard-based original, but I have to say that it's a lot more difficult to get six people around a computer monitor than a game-board! Try it out first.



Well, not having played the original boardgame (yes, I'm another one), I can't really comment on whether or not this is a good conversion. Judging it as a game in its own right, it's nothing special – the graphics are very weak (juddery scrolling is everywhere), the sound is pathetic and the presentation – once you've waded through a huge manual – is only half-decent. The gameplay, however, just about makes up for it: the random action of the dice adds interest to what otherwise would be a very dull process of gaining and losing countries. But be warned – there's plenty of strategy involved, and if you like your games fast and furious, you won't find what you're looking for here. Oh, by the way – Merry Christmas.



▲ **Is this a classic board game or a *classic bored game?* Don't ask me – I'm just a humble caption**



▼ **Are you the kind of person who could run whole continents single-handed? Are you made of *the Right Stuff*. Well – take a look at *Risk***



PRESENTATION 78%
Clear on-screen appearance and concise menu system.

GRAPHICS 41%
As good as they need to be, but a little more polish would have been nice.

SOUND 2%
A beep when you do something wrong. That's all.

HOOKABILITY 53%
The complex rules may be confusing at first: but then, who said a boardgame was easy?

LASTABILITY 64%
Mildly interesting, but needs other human players for extensive playing.

OVERALL 61%
Not a bad rendition of the board game, but at nearly £13 on tape it's too expensive.

BEAT UP BARRY McGUIGAN!

and win two tickets to his next fight – if you dare!

some really 'ard free videos and quite a few tough cookie copies of *By Fair Means or Foul* are up for grabs, too!

Well, OK, you don't *really* have to beat him up – there wouldn't be any prizes given out if you had to do *that*, would there?

No, what you have to do is a bit simpler – more in the line of putting ink to papyrus. First of all, however, we'll get these fab 'n' triff prizes out of the way: two everso brill readers will be given a pair of tickets to see ol' Bazza's next fight – which could well be a world title bout against some dead 'ard and dead hefty bloke, sometime in the New Year! Er . . . yeah.

But, hold thy horses, young boxing fanatic, for verily it saith here on this form that we have, that the first prize winner will ALSO receive a Mike Tyson boxing video and a copy of *By Fair Means or Foul*, signed by Bazza McGuazza himself.

If this isn't enough for all you punch-drunk Christmas revellers, 4 runners up will each receive the Mike Tyson video and a signed copy of the game.

So what do we want YOU to do? Well, for a start, you could send Gordon a cheque for £5,000,000 – but, failing that, we'd like you to look at the four pics of Baz McGuaz this page. One . . . two . . . three . . . Yes, *that's it! Those* pics. Now, you can see the way Barry is standing, and what his expression is – but could you tell us what boxing blow he's just received? Listed below are 8 types of punch – both fair and foul – and we want you to tell us the FOUR which correspond to the pics. For example, if you think pic A is a Head Butt, your answer would be A-1. Got that? OK, fill in the form below and send it to this address . . .

IT'S A FAIR COMP,
ZZAP! TOWERS,
PO BOX 10, LUDLOW,
SHROPSHIRE, SY8 1DB

Oh – and get those entries in by JANUARY 10TH, or you may find a steaming great boxing glove loaded with lead landing in your mush. Either that, or we'll send the 'well 'ard' Paul Glancey round to duff you up a bit.

Know wot I mean, Barry?

1 RIGHT PUNCH
2 BODY BLOW
3 LEFT UPPER CUT
4 GROIN PUNCH
5 DUCK PUNCH
6 LEFT PUNCH
7 HEAD BUTT
8 RIGHT UPPER CUT

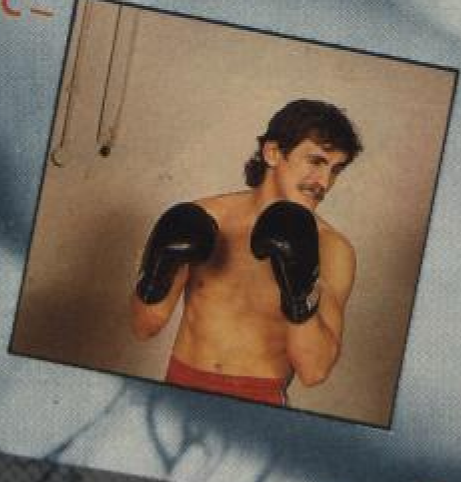
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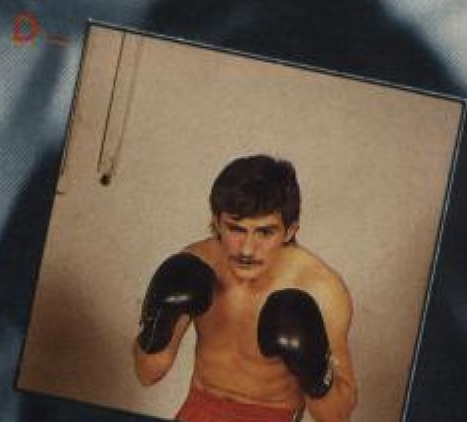
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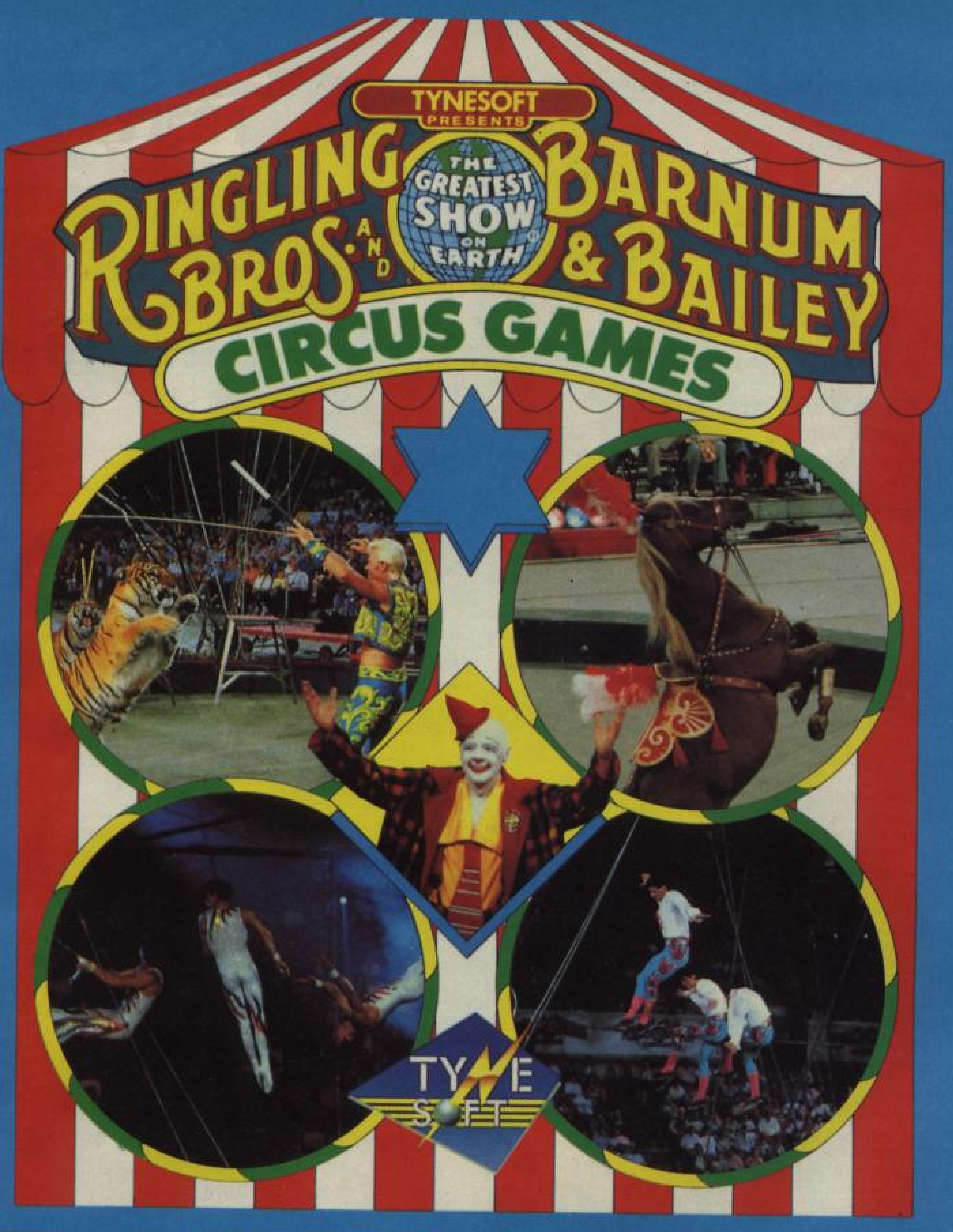
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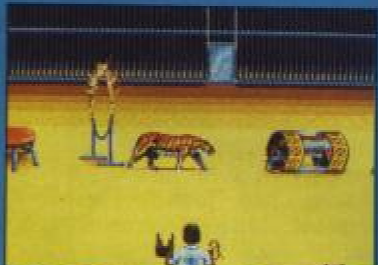


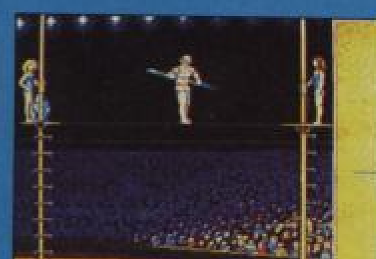
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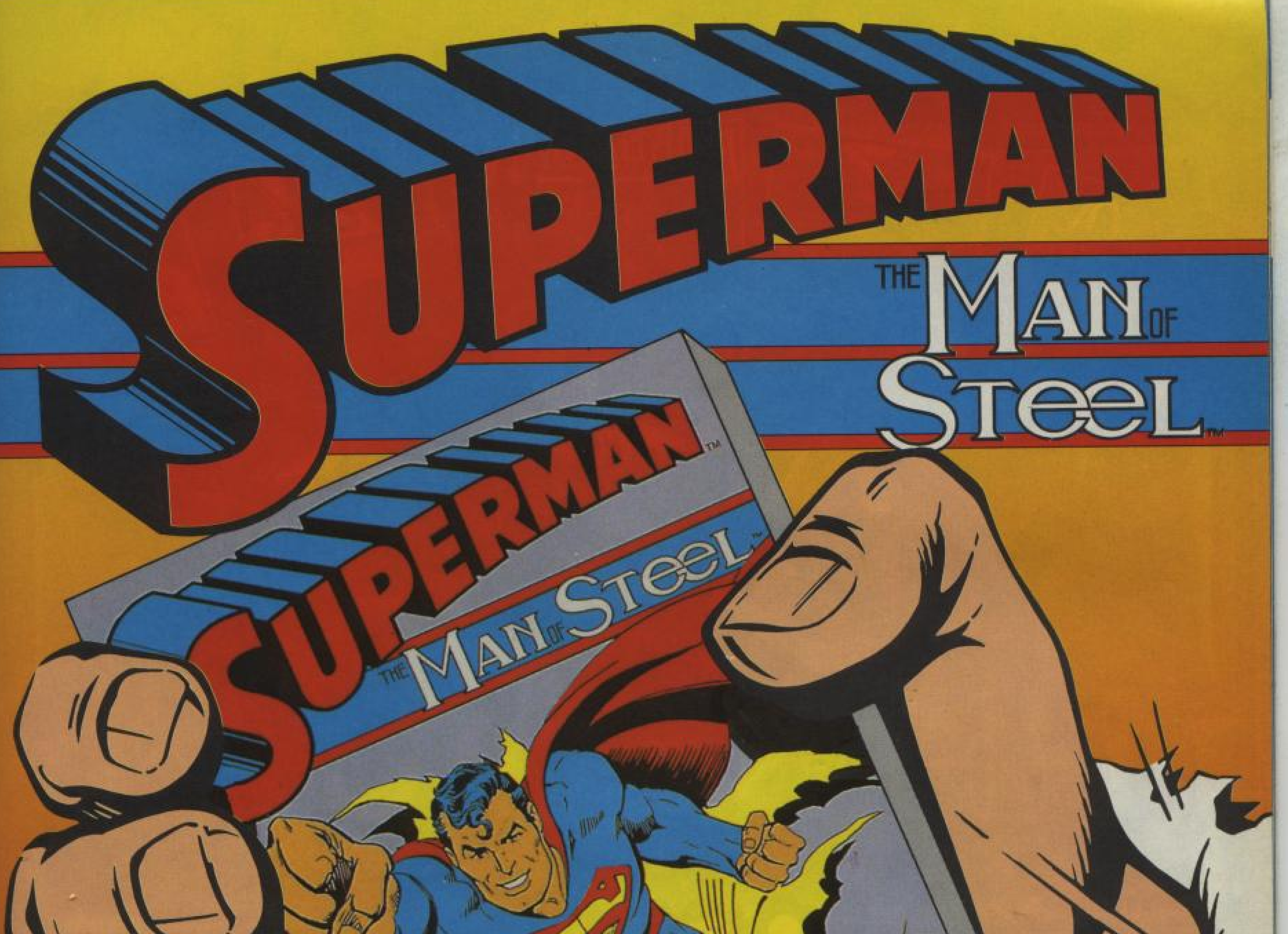
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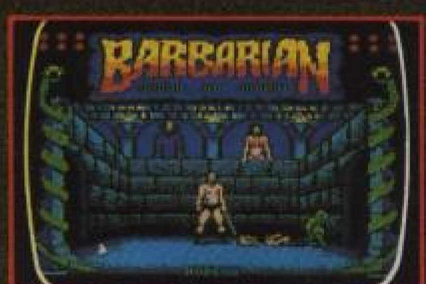


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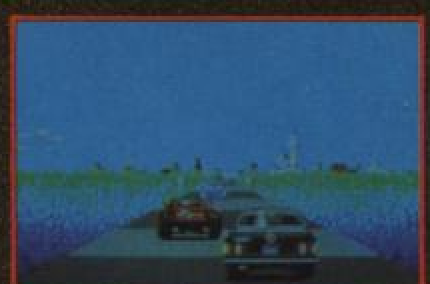
ocean



GRYZOR Featuring all the game-play of the arcade original. Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!

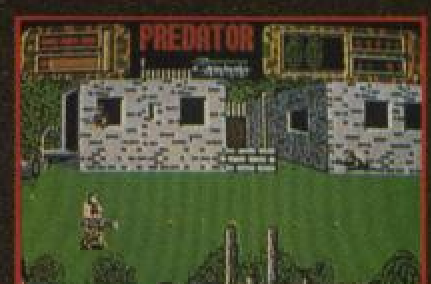


BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...



CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!

LAST NINJA replaces C.CARS on C64.



PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.



KARNOV Join Karnov, the fire-breathing Russian strongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG".



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!

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ROBOCOP™



When *Robocop* was released at the beginning of '88, no one dreamed that its success would spread as far as it has – but thanks to sinister trailers and the promise of an adult 'comic-thriller' type story laced with spectacular effects, it drew large crowds to the box-office. Recently released on video, *Robocop* is now entering the computer world, giving the ZZAP! team a golden opportunity to investigate 'one of the best cyberpunk films ever'.

ROBOCOP THE STORY

The plot is set in Old-Detroit in the near-future. Times are rough: South Africa has the bomb and violence flares in the streets of America. But there is hope. City planners in Old Detroit have a plan – Delta-City.

The only problem is, the old city is still there and still has its crime problems. Security Concepts Inc., a division of OmniConsumer Products, think that they have the answer: the ED-209 security droid.

Jones, the head of the project, brings his brainchild before the board, only for it to malfunction and blast a junior marketing executive to bits. Another executive, Morton, sees this as his golden opportunity to put *his* project in motion. All he needs is a volunteer . . .

Meanwhile on the other side of town, Murphy, a cop, signs into his new precinct and joins his new partner, Lewis. His trademark is a fancy gun twirl he perfected to impress his son – a feat he often practices much to his partner's amusement.

His first major call is to an escaping van which contains a gang of bank robbers. Following them to their hideout, he moves in to make the arrest. Unfortunately, Lewis is immobiiised, leaving her partner to be brutally murdered be Clarence Boddicker and his gang.

After being pronounced dead on an operating table, all that Murphy recalls are brief images before he is brought into the world as Morton's idea of the ultimate crime-fighting machine. *Robocop.*

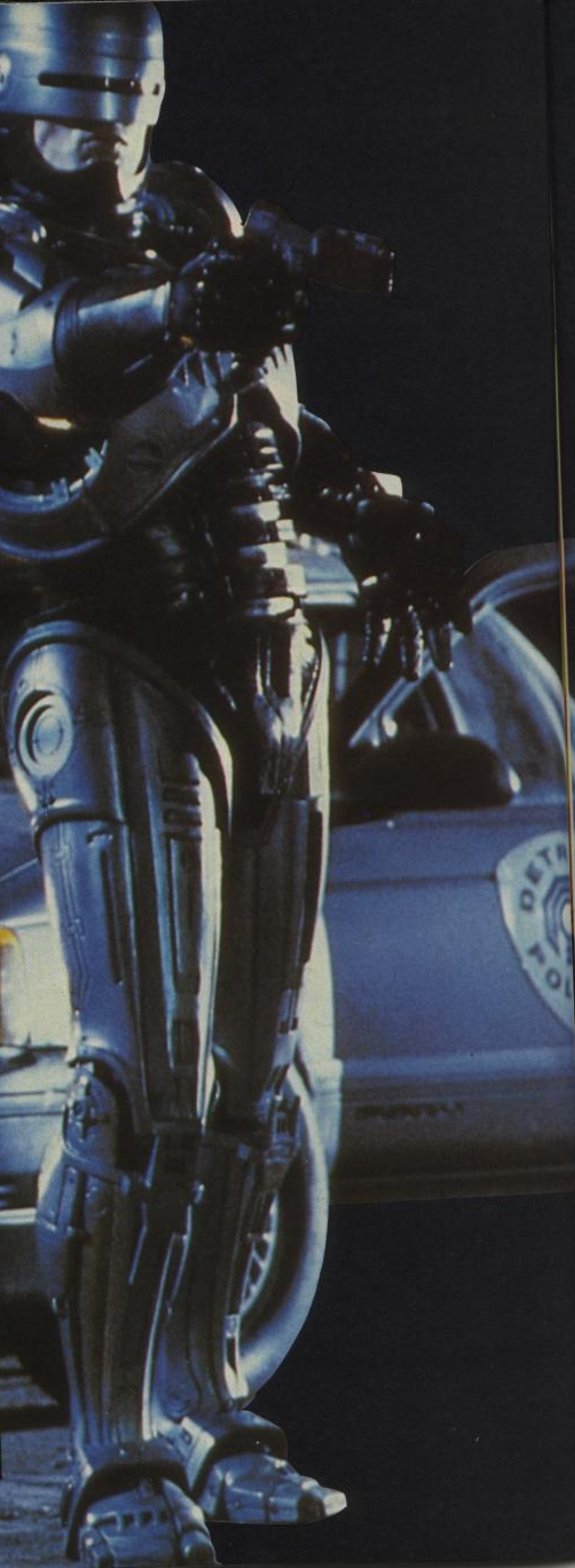
Soon enough he is put into action on the streets with his three prime directives:

Serve the public trust.
Uphold the law.
Protect the innocent.

Unknown to his developers, a fourth directive has been added, the subject of which is hidden from all – including Robocop himself . . .

But to find out what this directive is, you'll just have to watch the film, won't you?

ROBOCOP







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ROBOCOP THE FILM

*R**obocop* began as the brainchild of one Ed Neumeier, who thought up the idea of creating a 'returned from the grave' character after becoming interested in the darker side of some recent comics. Another interested party was Michael Miner, responsible for the co-development of one of the most influential cult films ever – *Repo Man*. Producer Jon Davison (the producer of *Airplane*) was



attracted by the dark humour of the story and his interest in the robotic hero element (Davison produced the epic *All-Night Once-In-A-Lifetime Atomic Movie Orgy*) clinched the decision.

Davison formed Tobor Productions to handle work on *Robocop* (named after a classic robot film *Tobor the Great*) and made his first objective the acquisition of a worthy director; as he said, someone 'with the talent and guts to pull it off'. When Orion Pictures agreed to back the movie, he found help in the form of production executive Barbara Boyle. She decided that the perfect man for the job was Dutch director Paul Verhoeven.

Despite the metallic appearance of *Robocop*, the costume is actually latex, treated with a whole bunch of dangerous chemicals to give the shiny gunmetal finish. Bottin says of the first helmet, 'the helmet was strikingly bizarre, but it smelled like baby vomit'. The final helmet was fashioned from specially moulded fiberglass.



Verhoeven was probably most well known outside Holland for his mediaeval blood 'n' guts fantasy *Flesh and Blood* starring *Blade Runner* villain, Rutger Hauer. It was this style that made him prime candidate to direct *Robocop*.

Although Verhoeven had never directed such a futuristic



film as this before, he confesses to being an avid science fiction reader. The technology for such a large-scale production doesn't lie in Europe and Verhoeven required American backing to get worthy results.

The man responsible for costume and make up design was Rob Bottin, his previous work including John Carpenter's *The Thing*. Many ideas were considered and rejected before the final design was decided upon, combining sinister power and authority with futuristic elegance.

The responsibility of lugging all this costume gear around fell to actor Peter Weller. To achieve the realism required of the role, Weller spent four months learning robotic mime from a professional mime artist.

After successfully learning the usual robot-mime style, Weller had a blazing row with the director, since Verhoeven thought that the movements didn't work well with the suit and just looked silly. Verhoeven eventually managed to persuade Weller that he was right and so the robotic movements were limited for the sake of realism.

Other disciplines were necessary for the role, however, including long periods of meditation to cope with the claustrophobic conditions inside the costume. The casing weighed 25 pounds and temperatures inside could reach about 115°. Weller estimates that he lost about two and a half pounds of water a day.

Another key robot character in the film was that of the ED-209 droid. A huge,stumbling, two-legged monstrosity, ED-209's movements were designed to be a stark contrast to the controlled grace of Weller's role. The team responsible for the running of ED-209 was 11-strong, led by Phil Tippet, the man behind the Walkers from the *Star Wars* films.

It was this sort of expertise that encouraged Verhoeven to travel to America to make the film – and it proved to be a worthwhile foray into the Science Fiction film world. Verhoeven comments, 'I like to think that the film makes a comment . . . satirically and visually . . . on those who believe that the functions of life are better organised by things than people'. This vision is even more disturbing when we learn of a four-foot guard robot designed to be used in prisons which bears an unsettling resemblance to ED-209 . . .

ROBOCOP THE GAME

The company responsible for bringing *Robocop* to the home computer market is Ocean, having previously given us *Platoon* in the movie license stakes. Ocean actually saw the script before the film was made and were delighted when they eventually saw the finished product. Gary Bracey says that 'Sometimes, a movie presents itself that is, in your own mind, a computer game on celluloid. This was one such film and therefore we were most enthusiastic about obtaining the license.'

A strange situation has arisen in connection with the game, as Data East have produced an arcade game to tie in with the film. The Ocean developers had a certain amount to do with the design of the Data East game, but had already spent a good deal of time on their product before the completion of the arcade version and so have decided to produce a near-as-dammit original game taking relevant elements from the coin-op version. The designers feel that an almost totally independent design forum means that they could get the closest possible connection with the plot and atmosphere of the original film instead of trying to cram an arcade game into the limitations of home machines.

Mike Lamb and Dawn Drake are currently handling Spectrum and Amstrad versions, while John Meegan and Simon Butler are responsible for the 64 conversion. All 8-bit music is being done by Jonathan Dunn. Obviously we don't want to reveal too much about the plot of the game, as it should tie in with the storyline of the film and we don't want to give it all away, do we? Suffice to say that if it comes out as good as it sounds – and it's up to the high standard of the *Platoon* license – *Robocop* should be something special.

FIVE FIST-FULLS OF

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BUTCHER HILL
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Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.
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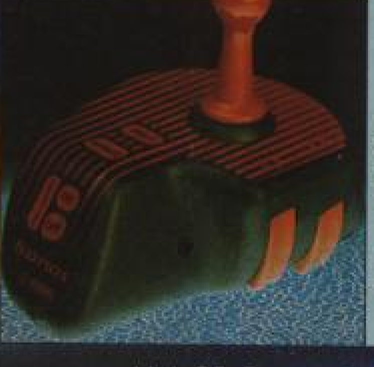


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THE ZZAP! READERS CHARTS



GAMES TOP 20

1	*(15)*	HAWKEYE	*Thalamus*
2	*(1)*	BUBBLE BOBBLE	*Firebird*
3	*(3)*	BUGGY BOY	*Elite*
4	*(2)*	IMPOSSIBLE MISSION II	*US Gold/Epyx*
5	*(4)*	SALAMANDER	*Ocean*
6	*(5)*	BIONIC COMMANDO	*GO!*
7	*(6)*	THE GREAT GIANNA SISTERS	*GO!*
8	*(17)*	CYBERNOID 2	*Hewson*
9	*(9)*	THE LAST NINJA II	*System 3*
10	*(8)*	PLATOON	*Ocean*
11	*(7)*	PROJECT STEALTH FIGHTER	*Microprose*
12	*(12)*	TARGET RENEGADE	*Imagine*
13	*(10)*	IKARI WARIORS	*Elite*
14	*(11)*	BARBARIAN II	*Palace*
15	*(NE)*	ARMALYTE	*Thalamus*
16	*(NE)*	BOMBUZAL	*Imageworks*
17	*(14)*	IO	*Firebird*
18	*(16)*	PAC-LAND	*Grandslam*
19	*(18)*	DEFENDER OF THE CROWN	*Mirrorsoft*
20	*(NE)*	FOXX FIGHTS BACK	*Imageworks*

MUSIC TOP 10

1	*(1)*	DELTA	*Rob Hubbard*
2	*(3)*	WIZBALL	*Martin Galway*
3	*(5)*	PARALLAX	*Martin Galway*
4	*(2)*	SKATE OR DIE	*Rob Hubbard*
5	*(4)*	ARCADE CLASSICS	*Rob Hubbard*
6	*(6)*	TETRIS	*Hagar*
7	*(7)*	BMX KIDZ	*Rob Hubbard*
8	*(9)*	INTERNATIONAL KARATE+	*R Hubbard*
9	*(8)*	I,BALL	*Rob Hubbard*
10	*(10)*	COMBAT SCHOOL	*Martin Galway*

COIN-OP TOP 10

1	*(1)*	DOUBLE DRAGON	*Taito*
2	*(3)*	OPERATION WOLF	*Taito*
3	*(2)*	WEC LE MANS	*Konami*
4	*(5)*	VULCAN VENTURE	*Konami*
5	*(7)*	BUBBLE BOBBLE	*Taito*
6	*(6)*	BLASTEROIDS	*Atari*
7	*(NE)*	TOOBIN'	*Tengen*
8	*(9)*	R-TYPE	*Irem*
9	*(8)*	PAC-MANIA	*Atari*
10	*(NE)*	MR HELI	*Irem*

ATTENTION ALL AMIGA OWNERS! This message is for you! Starting to feel a little bit left out of our Charts section? Want to win all that free software by having your voting form plucked out of LM's paper bag? Well, now's your chance – in a couple of issues from now, we're going to be starting up an Amiga chart – and it all depends on what games YOU vote for. Not only that, you can also tell us your favourite snippet of Amiga music! So, don't delay all you 16-bitters, GET VOTING.

NAME ....
ADDRESS ....
....
....
POSTCODE ....

MY TOP FIVE GAMES ARE:
1: ....
2: ....
3: ....
4: ....
5: ....

MY TOP THREE AMIGA GAMES ARE:
1: ....
2: ....
3: ....

MY FAVOURITE PIECE OF 64/AMIGA MUSIC IS:
....

MY FAVOURITE ARCADE GAME IS:
....

SEND TO ZZAP! CHARTS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB



Are you sitting comfortably? Then stand up because we don't want you to fall asleep on us. It's time to get out the old elastic-band powered time machine and check out the cream of the crop from Issue 20. Gordon 'half man – half steam roller' Houghton and Maff 'garbled gob' Evans climb aboard and check how accurate the ZZAP! lads' lastability marks actually were.

THE SENTINEL
THE SACRED ARMOUR OF ANTIRIAD
BOBBY BEARING
TRAILBLAZER
BOULDERDASH CONSTRUCTION KIT

THE SENTINEL
Firebird



This 3D masterpiece arrived to much acclaim in the ZZAP! office and was the first game to receive four comments *and* no ratings. Sean Masterson considered it 'pure genius' while Paul thought it was 'near as dammit perfect'. Jaz, however, thought that it didn't quite deserve the Gold Medal award it received, feeling a Sizzler was nearer the mark. But he was out-voted by the rest of the team, who virtually flipped over the game, their thoughts summed up by Gazza's comment of 'it grabs you so hard it's frightening to think it may never let go'.

I've only just realised whilst writing this that I don't own a copy of *The Sentinel*, despite being bowled over by the game when I first played it. How anyone could pack so much originality and atmosphere into one product is beyond me. Everything about it is so clever! If you haven't got it, get it. *I* will . . . soon.
ME

Just about the perfect game. 'Nuff said? Well, no – I'd just like to add that I've got a copy on the 64 *and* Amiga. Nyah nyah nyah an' all that.
GH

(Maff) Not rating the game was a real cop-out, I thought. It had good sound, graphics and playability so what was the difference? I think everything should have been in the nineties, with the overall rating at the maximum 98%. It's just brilliant.

(Gordon) I agree. I'd award it in the 90s throughout, with the Overall mark being 99%. They don't make 'em like they used to when I wor a lad.

SACRED ARMOUR OF ANTIRIAD
Palace

Palace's beautifully presented 100-screen arcade adventure instantly impressed the team with its wonderfully drawn and coloured graphics managing to sizzle its way to 93%. Gazza called it 'a very professional program' while JR raved, 'If you're after a really slick and polished arcade adventure, then look no further than this – it's about the best around.' High praise indeed! Richard Eddy, a more straightforward sort of chap, plumped for the much more direct approach: 'Simply Brilliant!'

Obviously the graphics were a decisive factor in awarding *Antiriad* a Sizzler, as there wasn't really a great deal the game had to offer over other arcade adventures. It was fun to play for a while, but the screens were so similar that there didn't seem to be much body to it. *Definitely* not a Sizzler by today's standards.
ME

I'd disagree – I've got a nostalgic soft spot for this one, and I'd probably still award it very close to a Sizzler. The graphics are beautiful and though the game's simple, it's addictive from the word go.
GH



(Maff) Everything down by about 10%-15%, except graphics which should go down 5%. I mean they were nice, but not *that* nice – and there wasn't much game.

(Gordon) Everything down by about 5%, except for Lastability, which should drop dramatically ('Aaaargh!') – it was a bit easy to complete.

BOBBY BEARING
The Edge

PRESENTATION 80%
Good on-screen presentation and a keyboard or joystick option.
GRAPHICS 92%
Beautifully drawn but lacking in colour.
SOUND 79%
No spot FX but a jolly tune plays throughout.
HOOKABILITY 95%
Instantly appealing but occasionally frustrating.
LASTABILITY 94%
Perseverance proves highly rewarding.
VALUE 91%
Lots of challenge for your money.
OVERALL 93%
An exceptionally cute and playable exploration game.



Whilst *Marble Madness* flopped with just 40% elsewhere in the Issue, The Edge's variant sizzled with 93%. The gang heaped praise upon the game, scattered with phrases like 'highly addictive' and 'amazingly playable', and that's before they mentioned the 'cute' factor. Gaz Penn told readers that it 'shouldn't be missed'; sentiments echoed by the rest of the team.

Even though it was one of the better 'roll-around' games available at the time, I don't think it was *quite* good enough to be given a Sizzler. Occasionally the 3D seemed a bit warped – you often fell off the edge of a platform unexpectedly, causing a lot of frustration. Aaargh! *And*... what happened to the sound on the cassette version?
ME

... That's what ruined it for me, too. The fun music – which I only heard about a year later – is ace, but it wasn't on cassette. It wouldn't sizzle now – but as a budget game ('The Micro Selection') it's worth a look.
GH

(Maff) Everything down by 5% except sound, of course, which should be zero.

(Gordon) I'd agree – it's a bit frustrating to get into as well, so I'd knock that down to high 70s.

TRAILBLAZER
Gremlin

PRESENTATION 96%
Suitable title screen and several functional options.
GRAPHICS 89%
Simple, but very effective.
SOUND 80%
Jolly title screen tune and a few spot FX.
HOOKABILITY 96%
Highly unusual and compelling.
LASTABILITY 92%
Lacks variety, but the two-player game holds long term interest.
VALUE 89%
Pricey but worth it.
OVERALL 93%
An excellent variation on the race game theme.



Throw them a 3D optional two-player racing game and the ZZAP! lads start foaming at the mouth. Blazing a trail with original comments Ricky Eddy insisted it was 'the most addictive and challenging game' he'd played in ages. A slightly more reserved Gazza Penn claimed he loved the chance it gave you to 'thrash the pants off a friend'. Yeah ... well, he always was a bit pervy that way. Julie Rignall went for the more minimalist style of commentary. He gave it an all-round thumbs up and belted out 'it's great'.

This has to be one of the most original race games ever: I reckon it's the simultaneous two-player option that really makes it something special. There's nothing quite like mixing your ball up with your mate's, falling through a black hole and then beating him or her over the head with the keyboard – great! The sound might have dated a bit but it's still one of the most breathtakingly challenging games around.
ME

A classic variation on the race game theme. If and when we do a Def Guide to race games, this will figure very highly. One of my all-time Commodore faves – with two players it's pure addiction.
GH

(Maff) Everything about the same except for the sound which should go down about 10% – nowadays spot effects just aren't enough.

(Gordon) The marks are fine by me – it's now available on budget, so if you're new to the 64 world, get it!

BOULDERDASH CONSTRUCTION KIT
Databyte/First Star

PRESENTATION 99%
Comprehensive instructions and many useful options which are incredibly easy to use.
GRAPHICS 83%
Simple, but pretty and effective. The colour scheme is entirely up to you.
SOUND 71%
The original *Boulderdash* title screen tune and spot effects.
HOOKABILITY 95%
The game is delightfully simple to get into and the construction kit is a joy to use.
LASTABILITY 97%
As many screens as you want, limited only by your imagination.
VALUE 97%
Two excellent products for the price of one.
OVERALL 97%
The definitive purchase for *Boulderdash* fans.

Boulderdash, *Rockford's Riot* and *Boulderdash III* were good enough in themselves to make the ZZAP! team flip, but a construction kit! Wow! It was enough to blow their tiny (and I mean really tiny) minds. They immediately slapped a Gold Medal on its chest and praised it to the skies. Rad-lad Eddy was practically speechless: 'honestly, I flipped over this' while Jazza called it 'a *Boulderdash* player's dream come true'. Gary Penn summed up the general opinion – 'simply brilliant'. Sensibly, Rockford himself refrained from comment.



OK so the *Boulderdash* graphics do look a bit dated nowadays but, you've got to admit, in a game like this it's the design and puzzleability that count. Personally, I tend to lose patience with construction kits, however easy they are to use, but when you've got *Boulderdash IV* on the tape as well, who cares? Whether you bought this for the game or the kit, it should still afford hours and hours of play.
ME

I'm a great fan of the *Boulderdash* series, but I found this all a bit long-winded. The loading in of constructed screens took AGES on cassette (well, for me, anyway) and I didn't find the idea of constructing screens which I knew how to solve all that appealing. Oh well.
GH

(Maff) Rockford has aged a bit (but don't tell him), so everything down by at least 10%. Sound should go down to 50% and graphics to about 60%. Not quite a Sizzler by today's standards, but nearly.

(Gordon) I'd give it around 70% nowadays, seeing as two of the *Boulderdash* games are available on budget; the other marks should go down by 20% or so each.

VOTE FOR THE BEST IN 1988

Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your computer during the past year.

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So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR
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COMPUTER LEISURE AWARDS 1988 VOTING FORM

1) Please tick the computer format you are voting for:

- AMIGA ☐
- AMSTRAD CPC ☐
- ELECTRON ☐
- COMMODORE 64/128 ☐
- PC COMPATIBLES ☐
- ATARI ST ☐
- SPECTRUM ☐

3) Please state what you consider to be the **BEST GAME OVERALL** of 1988:

4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988:

2) Please name your choice of best game (from the format ticked above) of 1988:

1. Best ARCADE game	
2. Best ADVENTURE game	
3. Best STRATEGY/WAR game	
4. Best MUSIC with game	
5. Best USE OF GRAPHICS	

Name ....

Address ....

....

.... **Postcode** ....



Hic! I'm really getting into the Christmas spirit – halfway through the bottle Uncle Ripperbile brought already. It'sh great, absholutely great and I don't have to share it with anyone 'cos no one's coming round here (not anyone I'm not going to eat, anyway) until the New Year . . . Burp. Reckon I could get used to this business of being on my own in the Christmas holidays. Who wants relations pulling wishbones and picking their noses over the table – I've always produced the best bogeys, so what do I want with theirs? And it's a lot more fun, just me and my pet flies dancing on the table, falling off and breaking the furniture when there's no one around. Yeah! Think I'm going to make a habit of this . . . hic! Really cool and groovy! I like it so much I'm going to put another Nolans record on right now, throw myself into the nearest armchair, pour out a toast, get out a sugar cube for the flies and wish you all a very Merry Christmas and a Happy New Year. Keep your noses green 'n' slimy and don't throw up too much . . .

CHUCK VOMIT







CHRONO QUEST

Psygnosis, Amiga £29.95



oh la la, what have we here? Une petite offering française, n'est ce pas? Hur hur. Trolls can speak French you know, absolutely no trouble whatsoever – standing on their heads they could ask you for un morceau de billy goat, potage de lizard and gnome baguette and never bat an eyelid. Magnifique or what?

Being of such a cultural and linguistically talented disposition (zut alors!), I was dead pleased to get my hands on an original product français. The story's probably a bit too cosmopolitan for the likes of you but I'll let you in on it anyway. I'm that kind of guy . . .

OK, this is it: your father (who also happens to be the owner of a very nice piece of franglais architecture) was pretty clever. So clever, in fact, that he managed to develop a time machine. Woo! Unfortunately, his servant Richard found him out and, with a sensible eye towards his own gain (there's always a good side to the villain), conspired to kill him. Luckily for you, papa managed to leave a lurvly little letter behind.

So, mister cleverclogs, this is what you have to do. First off, find the time machine. Second, use it. Er . . . I mean use it to travel through seven different time zones, restore the component parts of a vital program *and* make sure Richard gets his just desserts (Angel Delight for me, please).

If you think the whole thing sounds a bit complicated, you're right. To make the whole thing that much easier, this huge adventure (and I mean really huge – bigger than two trolls hanging off a bridge) is played entirely using a cursor and the mouse. Each location has its own excellently detailed illustration: all you do is place the cursor over one of the icons (THROW, EXAMINE, PUSH/PULL etc) on a panel to the right of the screen and then click on the appropriate object in your inventory or on the screen.

In theory, a system like this is designed to eliminate all that messing about with parsers and incorrect inputs. You know, knowing what you want to say but not quite being able to find the words to do it. That's all fine and dandy, hunky dory and quite handy – if it works. Trouble is, in *Chrono Quest* it doesn't always. There seem to be no rules at all as to how close your cursor has to be to an object to get a response. Sometimes you can be miles away from a chest and the command to open it works. At other times you have to place the cursor really pixel perfect to get it to work. Annoying? Yup. Clever? No way.

Those people at Psygnosis obviously aren't as good at French as I am because their translation doesn't quite come off. When they're not totally unhelpful or nonexistent, the responses don't make all that much sense. I reckon the punier ones amongst you might have liked a few helpful hints or even just a bit of praise when you (finally) get something right (halleluya!). I certainly would, and I'm not puny.

Now I've shot my mouth off about the bad bits, lets go right for the jugular and go for the fabbo, brill and trendy bits. As you can see, the graphics are as mouth-watering as a pot of billy-goat stew on the boil – and even despite the slightly awkward mouse control, the gameplay is great fun and extremely compelling. There's something really neat about being able to turn a tap on and actually see the water gushing out. The problems are tough and addictive enough to have you slumped over the mouse, greasy haired and spotty-faced, without one break for a slice of gnome pie or a billy-goat steak, for days. Not only that, there's loads of them!

It goes without saying (but I'll say it, anyway) that I would have liked *Chrono Quest* even more if the control method had been a bit smoother. Still, even as it stands it's one of the best icon-driven adventures I've come across and no mean treat for yer average homicidal troll – or even yer average pasty-faced human. Pity about the price tag, though.

ATMOSPHERE	**82%**
PUZZLE FACTOR	**79%**
INTERACTION	**45%**
LASTABILITY	**83%**
OVERALL	**78%**

MARS SAGA

Electronic Arts, C64 £14.95 disk



ot a lot of people know this – but light years into the future men will discover life on Mars. Oooh! Shock! Horror! Gasp! Not only that, but they'll be mining valuable minerals there, battling against horrible slimy monsters and using the place as a sort of penal colony. Nice, huh? Oh yeah, and one day you're going to crash land right into the middle of it.

Stranded on a not very welcoming planet with no ship and no dosh, you've got to find a way to earn some money. Lucky for you that there's a reward out for anyone who finds out why the authorities have lost contact with the outpost Proscenium.

Not that you can drop your dram of billy-goat bile and rush out there straight away: it helps if you've got a few friends and a bit of experience on your side. Until you've managed to explore parts of the planet's other cities you've got no chance.

The best place to pick your companions (only one at first) is . . . wait for it . . . the pub. Da daaa. Each individual has personal attribute and skill ratings. In addition to all the usual categories like might and wisdom, there are a few more specialist matters: how clever you are at using automatic weapons, speaking foreign languages (I'm great at that, me), expertise at computer hacking, and so on.

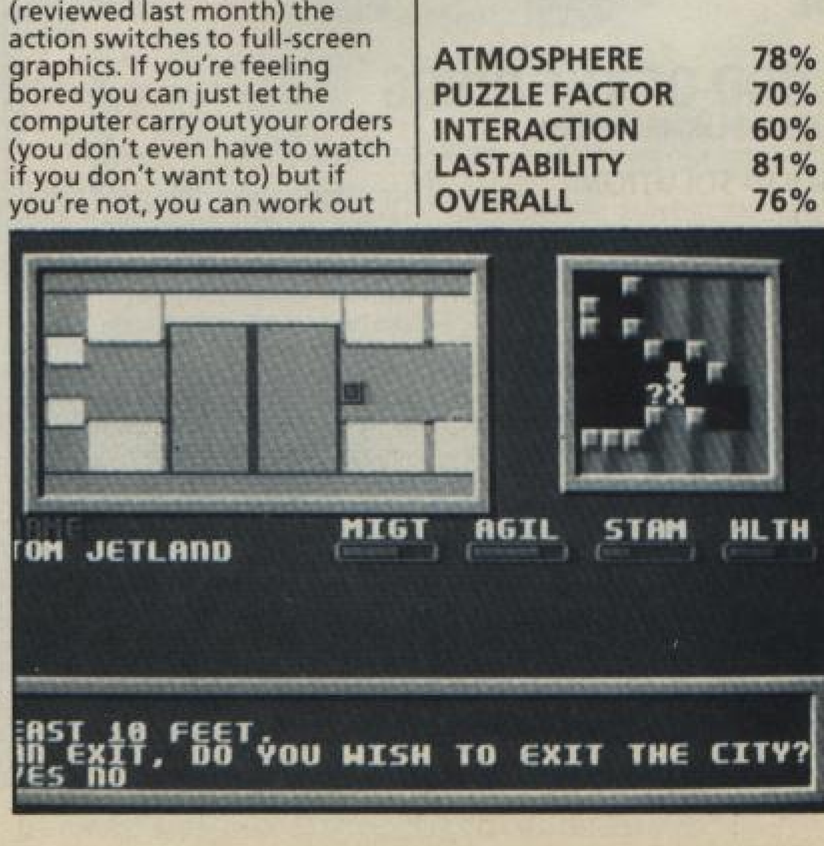
The action is displayed pretty much in *Bard's Tale* style with neat and detailed illustrations of your location in the top left hand corner of the screen – and boy, do they take your breath away! They're definitely the most impressive I've seen in a 64 RPG, so far: every inside location has its own sequence of animation and a slick overhead view can be accessed at any time. Not only that, an auto-map draws the areas you've passed through and saves the maps. User-friendly or user-friendly?.

Money and experience are almost the only things that count. If you haven't got the cash, you can't go to university or Personal Development Center to improve your abilities and if you haven't got enough experience you won't get on the courses anyway. Obviously, your first job is to get hold of some experience pretty fast. This is achieved by performing tasks for other people and – my favourite activity of all – fighting.

It's in combat mode that the program really comes out well. As in *Pool Of Radiance* (reviewed last month) the action switches to full-screen graphics. If you're feeling bored you can just let the computer carry out your orders (you don't even have to watch if you don't want to) but if you're not, you can work out the strategies by yourself. That way you have a lot more control over the speed at which the action unfolds.

Anyway, the graphics are great, the scenario's unusual and the environment is outsize underpants size, so what more do you want? If you're after an RPG that's just a little bit different, raid your Christmas piggy-bank and check this out.

ATMOSPHERE	**78%**
PUZZLE FACTOR	**70%**
INTERACTION	**60%**
LASTABILITY	**81%**
OVERALL	**76%**



LANCELOT

Level 9/Mandarin, Amiga £19.95



Right, you lot! Get ready for Chuck Vomit's special culture spot. Oi! Get that turkey leg out of your nose, you at the back. It's not every day you get your hands on a bit of learning from Vomit himself.

Cast your mind back to a land of myth and mystery. A time when Arthur ruled from Camelot, when the mystical powers of Merlin held sway and the virtuous queen was Guenever. A time when jousts and contests were held everywhere, when damsels relied on knights to free them from distress and a nobleman's virtue was measured by his deeds. Into the midst of all this peace and harmony rides a knight called Lancelot. He is to become the greatest knight of the kingdom, he is to search for and gain a glimpse of the holy grail, and he is to betray his king on two counts – once as his friend and once as his subject.

Level 9's adventure is divided into three parts. In the first, you're just a novice pipsqueak of a knight with a reputation to gain. Rescue enough damsels, knights and ladies and you might just make it through to part three and the quest for the Holy Grail itself.

It's all the more absorbing because the text gives a constant indication of how well you're doing. If you behave dishonourably, you not only score minus points, but get called Lancelot the filthy, Lancelot the dishonest, Lancelot the cowardly – and so on. Can't see what all the fuss is about myself – what's wrong with lying, cheating and cutting people's heads off? As for that other business – Courtly Love. Bleuch! count me out of that. All that mooning and sighing and wearing namby pamby ribbons! Yuk! Down here, if you're after a she-troll, you just bash her over the head with a billy-goat – it's the only way to make her blush.

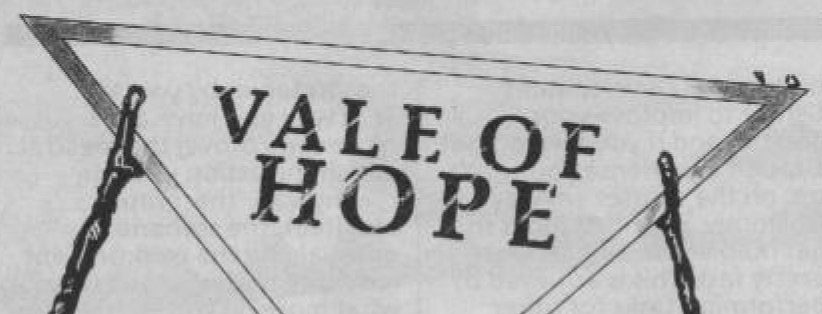
The packaging comes complete with a map, so if you can't be bothered to make a detailed plan straight away, you can launch right into the action and use the GOTO and RUN TO commands to visit any location named on the map. Play this way and you really get into the questing atmosphere.

Puzzles are graded in difficulty from the very easy to the pretty hard with all the usual emphasis on interaction. Also pretty much as usual, I reckon that this would be quite hard to get into if you hadn't come across Level 9 before. Although none of the tasks in the first part are all that demanding, there are so many redundant locations and so many possible starting points that it's quite hard to work out what to do first. Still – that's something you could say about *all* Level 9 adventures, not just *Lancelot*. If you've played and liked all their other games, you won't care; if you haven't, try this out *before* you buy.

Oh yeah, the parser. Well, it's good but not that good. You can type in all sorts of really complex commands, speak and ask questions but over something as basic as ENTER TOWER, the program gets a bit confused; it only recognises enter – any word that comes after just doesn't make sense.

Can't say I was bowled over by *Lancelot* when I first saw it (it takes a ten ton truck to bowl me over, anyway) but the more I got into it, the more I began to enjoy it. Well designed and unusually constructed, it really makes you feel as if you're riding around in a medieval world – and you get some dead atmospheric graphics to boot, or should I say spur? Maybe I shouldn't. After the relative disappointments of *Knight Orc* and even *Gnome Ranger* Level 9 are really getting their act together. It makes a refreshing change to get away from all those cutey gnomes and bashful elves. In fact, I've always fancied myself as a bit of a knight errant: Sir Vomit, the Chuck – noble gobsmacker and keeper of the honour of the Holy Snot . . . Whaddya think?

ATMOSPHERE	**90%**
PUZZLE FACTOR	**85%**
INTERACTION	**85%**
LASTABILITY	**88%**
OVERALL	**87%**



LORD OF THE RINGS
MELBOURNE HOUSE

SOLID SOLUTIONS

Gordo's a real stinge-bag so I haven't got all that much space to help you into the depths of part 2, but here goes anyway.

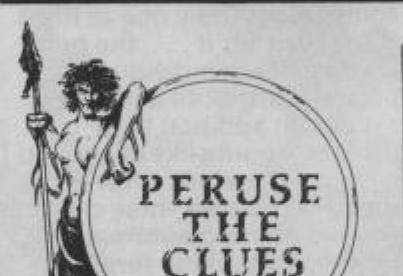
OK, you're in the Trollshaws. Don't go south down the Broad Highway which runs south yet, though, because if you do you'll come across the Black Riders that are still on the road. Be nice and greet Glorfindel. If you go NE, you'll find a pony. Wait around for a while until one of your companions starts feeling sorry for the creature. It should now start to follow you wherever you go.

Go east to the edge of a clearing (ignore the stroll - it's totally useless), travel west and then south in the cave. Look carefully and you'll find the Mithril shirt. Wearing this is useful protection in battle.

Now move on the East-West Road where (surprise, surprise) another set of Black Riders is waiting for you. You've got no jewels but you have got a stallion. RIDE STALLION to get on its back and then tell it to go in whatever direction you wish. Using this method, move south from the first location on to the broad highway. When the riders appear, ride east. Cross the ford and continue east. By the time you've made it to the east bank, those nasty riders should have been swept away by the river.

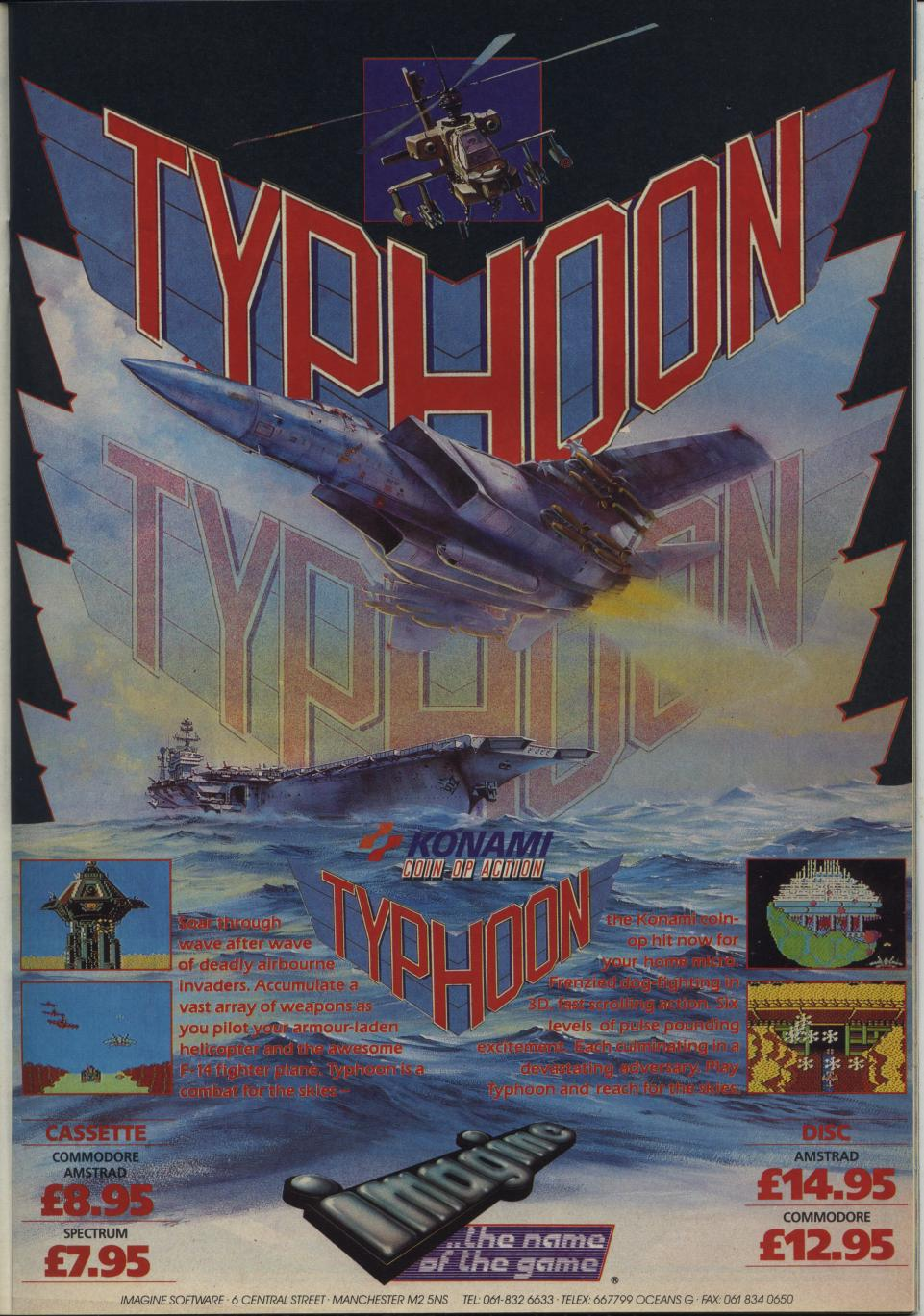
Get off the stallion and go back west until you find your friends. Wait until they feel ready to follow you and travel east across the ford, via the beautiful valley to Elrond's courtyard.

That's it for this month, punes. Keep eating the turkey and you might get to be as tall and beautiful as me . . .



A handful of hairy, horribly helpful, slippily slimy, capaciously clever, crumbly clues comes to you this month courtesy of someone who describes himself as Karki, K. Ta very much K – a £30 software voucher should be in the post. Anyone else want a £30 software voucher? Well, send in your maps, tips, hints and clues – I'll slobber all over them and make sure the best get into the magazine. Right?

JINXTER: call the clockmaker and then make him panic.
DRACULA: WEAR CRUCIFIX to be allowed on second coach.
WOLFMAN: look in the mirror to find something interesting.
MASTERS OF THE UNIVERSE: wear the cord when you kill the Wyverns.
GUILD OF THIEVES: reflect on the wax problem.
FRANKENSTEIN: pray and speak in the church. Search the forge for some dosh.
KENTILLA: get Elva to shoot the Darg-Voll with the arrow.
HOLLYWOOD HIJINX: to open the safe in the bomb shelter, TURN DIAL LEFT 4, TURN DIAL RIGHT 5, TURN DIAL LEFT 7.
PLUNDERED HEARTS: To stop Captain Jamison getting killed in the ballroom, go to the gallery, untie the rope and climb down it - careful with the timing.
DEJA VU: to open the safe go to the address found in the glove compartment of your car. Use the card from your wallet to enter the lift, go to the address found in the room. The combination is in the bungalow. (Last three clues courtesy of Steve Coomber.)


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OK, so it's the middle of winter. So you haven't got out of your armchair for a month and your jeans are starting to weld themselves to the carpet. Your mum's tried to hoover you up twice, but you're getting so large that the bag just bursts. You're ugly, smelly, sweaty and fat. You need help – so what do you do? Well, you get yourself out and about for a bit of exercise, that's what.

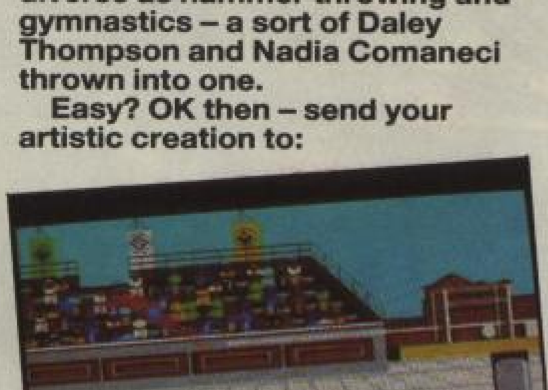
So what do we have on the menu? Well, there's archery, velodrome cycling and diving – and that's just for starters. Get your breath back from them, slip into a leotard and get stuck into a workout on the asymetric bars, the gymnastics rings, a bit of hammer throwing (take the leotard off for that), the hurdles and puff, puff, gasp, pant . . . wait for it . . . the pole vault. Da daa!

Now, if all that sounds a bit too energetic for the likes of a lounge lizard of your particular species, you're one of the lucky ones. Come on, you didn't really think we'd make you go through all those sports yourself, did you? See, the good thing about *The Games – Summer Edition* is that you don't have to use a chisel to prise yourself out of that chair. All you have to do is grab a joystick and, hey presto, you're in tx thick of the sports. Weyhey!

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Easy? OK then – send your artistic creation to:



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Get those entries in by January 8 or we'll completely ignore your letter and give it to Chuck Vomit to eat. Yum!

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ZZAP! RRAP

Ouf! That mad and whacky round of Chrissy parties is really beginning to take its toll. Urggh! There's a herd of elephants trooping around somewhere in the central section of my skull so I don't think I can manage much. Good job, really 'cos we've only got a couple of pages to fill. In fact, there's not even enough space to stay and chat so the best thing I can do is . . . er . . . well . . . get on with it? By the way, anyone got an aspirin?

A HAMSTER CALLED DEREK

Dear Lloyd,
I'd like to mention what a coincidence it is with ZZAP! getting a new reviewer called Kati Hamza and me owning a hamster called Derek. Eerie, huh? Anyway, this Kati bloke – bit strange for a reviewer, he looks almost female, jolly unnatural in a computer magazine!

I've just received Issue 43 and I reckon it is the best yet. In my opinion 42 wasn't very good, although 38, 39, 40 and 41, 27 and 28 were OK, whilst I thought 17 was a bit weak. The content of 13 was . . . oh! OK I'll stop now. I like the new style: ragamuffin, jack the lad (and indeed lass), madcap, zany and generally sort of wacky humour. It's very amusing when a reviewer chucks something in a review that has nothing to do with the orang-utan in question.

The current high-point in Commodore 64 software might persuade me to keep my computer. After the PSU went wrong for the nth time, I made up my mind to flog it, but it had a headache so I didn't. Oh well it's getting rather late (as the actress said to the bishop), so I'll end about now.
Mark Neesam, Rugby

I've often thought this about Kati – she is a bit of a funny bloke. I mean, what bloke in his right mind would go around wiping his nose on other people's sleeves and still get called a cutey? And that haircut (or lack of it) – it really gives me the creeps.
LM

THE GOOD THE BAD AND THE VOMIT

Dear Lloyd,
I have just purchased November's edition of ZZAP! of which I have all the previous 42, and none of which I want to sell.

FIRST THE GOOD:
Your magazine still continues to reach the highest standards of content, presentation, reviews and overall value for money, (by the way, thanks for this month's mega freebie Megatape 2). I have yet to see any other magazine quite as good as yours BUT, you are by no means perfect (YET).

NOW THE BAD:
On this month's front cover you boasted 50 games reviewed (heck!), but on reading the print I find that 32 of those reviewed are for the Amiga and 22 for the C64. Is the C64 games industry diminishing, is there a shortage of C64 games to be reviewed, or is the ZZAP! we know and love going over to the other side (you know 16-bit 'n' all that), even though in previous issues it was clearly stated that ZZAP! would remain true to the C64 at all times?

NOW THE UGLY:
Chuck Vomit . . . Enough said.
That's all folks
Jason Brown, Lincolnshire

Though 16-bit is obviously an expanding market, if we ignored C64 users and just got on with reviewing Amiga games, we'd lose all our established readers overnight – and no way will we do that.

Amiga sales only account for about 3% of the overall market (64 sales account for about 20%) so it just wouldn't make sense to concentrate purely on Amiga games. What we're aiming to be is a Commodore rather than a single-format magazine – and a lot of our features and regulars are designed to be of interest to owners of both machines.

About the issue you mentioned. We reviewed all the games we received – and we happened to receive more Amiga stuff than 64 that month. What else could we do?

As a proud 64 owner, I still like to see what's going on in the Commodore market as a whole. After all, how many of us are still going to be 64 owners in two or three years' time?
LM

P.S. Can't say I agree with your view of Chuck Vomit. He's by far the most handsome, attractive and generally overwhelming personality I've ever come across.

Er . . . let go of my ear now, Chuck.

A CREEPY CRAWLY IN THE CABBAGE PATCH

Dear Lloyd,
God of the computer and all we hold dear, genius of all software games. No, I am not crazy, just mad. Well on with the letter (no more creeping, I promise).

Do you think Amiga software costing £25 a time will take off? I've seen the reviews in your mega mag and they seem very good, but what kid around 13-14 will be able to afford them?

Also, a word to Donald Flemming who wrote to you in Issue 43 and keeps on throwing his friend out of the window when he plays *Project Stealth Fighter*. You see, I've just planted my winter veg, and he keeps on landing on them.

Oh well, goodbye, mister brilliant.
Peter Webber

Hello, Mr Crawler.

But ignoring that for a moment, I do think £25 is a bit much to pay for most Amiga games (except possibly the real goodies like Carrier Command*) but they do seem to be coming down in price to a slightly more affordable level. There are a lot more products around the £19.99, £14.99 and £9.99 price ranges which must be a sign for the better. After all, if the games get cheaper more people will be prepared to buy an Amiga – and then one of the most sophisticated machines around will really take off. Also, that's what ZZAP!'s here for – to tell you just what we think is worth that kind of money; and to help you avoid the turkeys.*

As for your vegetable patch – I suggest you plant a few cacti – that should stop 'em.
LM

AW! SHUCKS

Dear Lloyd,
I am writing to you to tell the readers of ZZAP! exactly what they are buying. Readers of ZZAP! 64, YOU are buying the best Commodore mag in the Commodore world. Thank you for listening. Goodbye
Tony Hannon of Oz

Ooh, Tony, you've made me come out in goose-bumps all over. You're such a cutey, I could eat you up.
LM

SLOBBER

Dear Lloyd,
SLOBBER
Yours sincerely
Matthew Pegg, Australia

BLEUCH!
LM

SOMEBODY LIKES PAUL GLANCEY! HOORAY!

Dear Lloyd
My brother (CJ) always buys your ZZAP! magazine and I, being his sister, always read it. I reckon your magazine is not very rubbish, ie. pretty brilliant.

Anyway, while checking our your ZZAP! Rrap, I came across a letter from a certain Steve who really did PG in.

PG happens to be one of the main reasons I read your mag, cos I happen to think he's pretty damn gorgeous. He is lovely, funny, charming and sexy.
Ms Rocky Jay II

PS I am not mad, blind or mentally disturbed. And I wonder if Steve the MF has a reply to my letter.
I rest my case.

Brilliant, Rocky Jay, best joke I've heard in years. I only stopped laughing when Gordo hit me over the head with a salami and my attention was distracted momentarily by the arrival of a massive flying pig.

Erm . . . if Steve retaliates we'll be happy to print his reply.
LM

AND NOW FOR SOMETHING COMPLETELY DANISH

Dear Lloyd,
A couple of months ago you asked for our opinion about the changes you have made. Well, generally I think they are great. The Word is a very good idea, as it gives me information about what happens in the industry, something I have missed a lot formerly. The introduction of the Amiga reviews has already been discussed in the Rrap; well I think it is

one of the best improvements you have made: the only thing I'm afraid of is that such mega-games as *Starglider 2* and *Carrier Command* will influence your view of the 64 games. I mean, it must be very hard to be enthusiastic about games like *Driller* and *Project Stealth Fighter* etc, when you can play 'similar' games with 10 times better graphics, sound and depth.

The Def guide is without doubt the best thing ZZAP! has introduced since the ZZAPBACK.

At last there is one thing I would liked to have cleared up. Will those adventures for the 64, which are (almost) identical to the Amiga versions have a separate review or must we rely on the other? (I'm referring to ZZAP! Issue 40, *Legend of the Sword*).

Finally I would like to say that it's good to have the humour back in ZZAP! – deformed heads, the Challenge etc – these jokes make the magazine much more entertaining.

Rene B Pedersen, Denmark

How can we help being enthusiastic about the 64 with brilliant games like Armalyte, Cybernoid 2 *and* Bombuzal *coming out? In many ways, it's even more exciting to see a really brill 64 game because the programmers have obviously had to deal with the limitations of a less sophisticated machine.*

As for the adventure reviews – Chuck Vomit stopped slobbering over his keyboard long enough to assure me that, for the time being at least, he's going to carry on reviewing both 64 and Amiga versions of every adventure. Response time and the quality of the graphics can be so different in each that it still makes sense to review them both. There hasn't been a 64 review of Legend Of The Sword *simply because Rainbird haven't released a 64 version.*

Er . . . and that's it really.

LM

A LOONY LICKS BOOTS

Dear Lloyd,

ZZAP! is brilliant, excellent, wonderful, witty, fantastic, mega and er, er, er (anyone with any more describing words which generally mean good send a stamped addressed envelope to ME). As you can see, I really do need £30 of software.

(Would you like your shoes licking clean?).

Yours bootlickingly

S A Leach, Hull

What you describe sounds like a very unhealthy obsession with germ-ridden pieces of water-marked paper. I couldn't live with myself if I sent you the sort of voucher likely to encourage your insalubrious addiction. Take a couple of aspirin and consult a bank manager immediately.

LM

SOMEONE WHO DOESN'T LIKE *CHUCKIE EGG*

Dear Lloyd,

I'd like to say how much the quality of your mag has improved since Issue 26. I bought Issue 26 'cos of the free tape stuck to the cover, and it was quite a good tape, but unfortunately the mag it was taped to wasn't. I never bought ZZAP! again, as I thought it was cr*p, but then, on 15th of October, I entered John Menzies and thought, 'there's that mag, whassit called? Zit or something? No, ZZAP!, that's it. There's a tape stuck on the cover. The last tape wasn't bad, so I'll procure this one!', and so I did.

I went home, loaded up the tape, and boy, *Cybernoid 2* and *Hawkeye* – what can I say? Wow! I also had a look at the mag I had just bought. I was stunned by the massive improvements made since Issue 26 – ZZAP!'s brill now!

And now, the questions:

1. Are Thalamus gonna sequel *Armalyte*? I hope so!

2. Why is that strange person(s) (Phil H and Rich T) saying *Chuckie Egg* is good? It's ****! convert to the Amiga? Aaargh!!!

3. Bye-bye!
Eric Holmes, Ayrshire

And now, the answers:

1. *Give 'em a chance, Eric!* Armalyte*'s only just come out and Thalamus can't do everything at once. Anyway, as yet there are no plans for a sequel but an Amiga version is coming out next year and I bet that's going to be something to drool and shout 'oiky, oiky' over.*

2. Chuckie Egg *may be tacky but it's a triff and brill game – just think of all the things you can do with it? If you were drowning you could put it in the water and float your way to safety, wear it as a hat, give it to your mum as nice little box for all her personal keepsakes, use it as a shaving brush and make it into earrings – all that without even playing it. What do you mean* Chuckie Egg *shouldn't be converted to the Amiga? Every self-respecting household should have one.*

LM



DEAR KATI,

Just think of it ~ me and you, sat by a fire (or radiator, which-ever you think is more picturesque), getting strange idea's from my Barbarian poster, and playing a bizarre little pastime I invented called 'Dip-'em-in.' Anyway, Kati, the main reason I wrote to such a brilliantly attractive person as yourself was to see if you needed a penpal. I'm warning you – refuse and I'll jump off a cliff tied to an elephant doused in petrol with some nitro-glycerine stuck in my pants.

yours, seductively

'Captain Zapp'

alias

Kieren Trinder

p.s. Gis a mention ~ even if does cost you 'yer job

I've got your picture stuck on my Bedside ~ give you a guess wot I do with it

WRITE BACK SOON

Well, you made it – straight from humble roots to centre stage. The man with this month's fragrant, scaly and very shiny Pilchard of the Month award. Wooh! And now we hand over to Kati.

LM

(What a nice thought! Unfortunately, it seems our love was never meant to be. Judging from the quality of your handwriting you're just not my kind of guy. Maybe when you've finished Kindergarten we can get together sometime – but I doubt it. In the meantime you could always try playing a really nice game – put those sticks of nitro-glycerine in your underpants AND LIGHT THEM. See ya.

KH

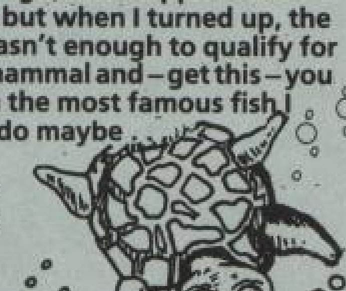
Well, that about Rraps it up for this month (ho, ho). Keep on sending those letters (they go really well with a couple of aspirin) 'cos I just lurv to read them, honest. Oh yeah, the address: LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Byeeeee!



RESULTS with Ken the Fish

It's been a frantic month here in the ZZAP! fish tank. First off, that newt-nosed cockle-sucker Maff Evans forgot to change the water in my exclusive penthouse bowl and after ten days of swimming around in brown string and green gravel I was almost choking to death! I can just imagine the headlines – 'PISCINE MEGASTAR DIES IN NEGLECTION SHARKER'!

Anyway, as if that wasn't bad enough, I was supposed to be going to the annual Water Rats' Ball but when I turned up, the bouncer said that living in water wasn't enough to qualify for membership, you also have to be a mammal and – get this – you also have to be famous! Famous! I'm the most famous fish I know! Well, except for Marlin Brando maybe . . .



SPIT IN MY EYE COMPETITION

Those slightly subaquatic software sellers at DOMARK were arranging dace out at the Limehouse Studios where they make that so called comedy programme *Spitting Image*. Cod, I hate that show – they're forever making fun of famous people but never, ever, ever famous fish like me. Don't they know I'm a Megastar? All they'd have to do is change the name to *Squirting Image* or something and they would be onto a whole new audience. Anyway, we sifted through your scripts and decided to make the sole winner a certain

Iain Murray, Dundee DD1 2QA

Iain's script almost had me busting a swim bladder, so eel be going to the Spitting Image studios on Saturday 17th December for a tour with other winners from CRASH and THE GAMES MACHINE amongst others. While Ian's there, he'll be able to enter an impressionists contest against the other mags' winners to collect a £2,000 puppet of himself! What a lucky young lugworm!

The next two jammy jellyfish don't get to go along to Limehouse, but they can be having almost as much fin with a couple of *Spitting Image* goodie bags containing slippers, videos and books.

Michael Smith, Cardiff CF1 7TJ; James Witney, Lincs LN9 6AA.

And last but by no means least, a Spitting Image video goes to each of the following.

John Morris,W.Yorkshire BD18 4QY; P Haywood,Derbyshire; Keith O'Hagan,N.Ireland BT48 9DZ; Dominic Aighton,Hants PO9 5BZ; A Nuttall,Clwyd.

MAKE MINE AN EMLYN COMPETITION

It's a good job I only have an eleven second memory, or I'd be complaining about having to judge two football comps in as many months. Football – gluggle – hate it! At least this competition was almost cultured for a change, calling for a poem about the star of the new Audiogenic footy game, Emlyn Hughes, in which every line had to rhyme with the word 'Hughes'. Strange, eh? But it brought forth some pretty interesting literary works, many of which contained references to lightning flashes and fuses for some reason. The one that appealed most to the team's surreal sense of humour came from

Victoria Barnett,Southampton SO1 2QN.

who wins a football signed by Emlyn himself and a pair of Hi-Tech Laser trainers. It's nice to see a female person winning for once, and for all you literary critics, Victoria's entry appears below. Meanwhile, the following lucky limpet lovers will each be getting a pair of trainers. You'll notice that none of them are fish – we're far too sensible a zoological genus to try to win shoes when we haven't got any feet.

Matthew Tomlinson,Cheshire CW9 8HN; Ryan O'Neill,Glasgow G69 7BS; Bdr Goodwin,West Germany; Anthony Bainbridge,Surrey GU16 6RS; Edmund Ward,Solihull B93 8LD; Nizam Ahmed,Middlesex HA6 1RE; Tom Naughton,Dublin 15; Brian Wood,Grimsby DN33 1DG; Christian Grant, Blackpool FY4 2HE; Keith O'Hagan,Northern Ireland BT48 9DZ; James Witney,Horncastle LN9 6AA; Richard Walker,Dudley DY3 3SB; Michael Bailey,Newcastle-Under-Lyme ST5 2RQ; Stuart Wannop,Accrington BB5 5TD; R Pembridge,Merseyside L49 6JJ; Richard Brown,Kent DA13 9DJ; Giovanni Rosato,Hertfordshire AU1 2HS; Brendan Gleeson,Bolton BL3 3HQ; Richard Cooke,Leeds LS20 9EN; Omer Khan,Middlesex UB6 7AR; John Wharton,Skelmersdale WN8 6RA; R A Bainbridge,Surrey GU16 6RS; John Burns,Scotland; Lee Bristow,Bedfordshires MK45 1UL

EMLYN HUGHES



As I was on a Canberra cruise,
On my way to French Toulouse,
I felt tired and had a snooze.
When I woke up I was Emlyn Hughes!

My brain, it nearly blew a fuse!
I jumped out of my size six shoes!
I was mad, deranged, confused -
I felt like a hypotenuse!

I laughed like two demented shrews!
I annoyed and I enthused!
I wore some trendy Hi-Tech shoes -
With some horrid tartan trews!

As Emlyn Hughes I was abused,
But to sulk I just refused.
My friends and family I amused -
Until they put me in a straightjacket!

By Victoria 'Emlyn' Barnett
Southampton SO1 2QN

SPOT THE HAWKEYEBALL COMPETITION

First prize in this Thalamus comp was an *Eye of the Storm*, which looks just like a fish bowl with a light bulb in it. Oh, I see . . . Apparently it's a glass sphere full of gas plasma with an electrode in it which makes all sorts of glowing patterns when you run your fins over it. Well, I know which I'd rather have. Anyway, the primate having the glowing globe fun is going to be

Edmund Ward,Solihull B93 8LD.

He also gets a copy of the Gold Medal winning *Hawkeye* as do these 50 Runners up. Oh, and don't forget that everyone who entered should be receiving a Thalamus mail order discount voucher!

Satid Shafiq, Bolton BL1; Wayne Fretwell, Peterboro PE6 8LR; Kenneth O'Hagan, Tyne & Wear NG37 2EG; M Sharpe, Peterborough PE1 5JQ; Peter Dolan, Co Longford, Ireland; Martin Doyle, Co Wexford, Ireland; Sukhwinder Parmer, Wolverhampton WV1 4AN; Julian Thomas, Sussex BN27 2HQ; Richard Showell, Essex RM11 3NP; Shahid Shamim, Sussex RH10 6AN; Aaron Bell, Arbroath DD11 5DA; Mark Bernard, Fife KY6 3DR; Stuart J Wood, Powys SY18 6QF; Graeme Chambers, Isle of Sheppey ME12 2EW; Gavin Carr, Glasgow G69 6ER; Peter Wognum, Essex CM11 2QA; Daniel O'Sullivan, Middx UB2 4HP; Geoffrey Lee, Blackley M9 1EA; Mick Wall, Sheffield S6 1SB; Chris Bourne, Tamworth, Staffs; Ban J Plimmer, Lichfield, Staffs; Paul Hancox, Birmingham B38 8JL; Jamie Logan, Stafford ST16 1PD; Paul Bennison, Newport TF10 9LN; Kristian Northend, Middlesbourgh TS8 9HJ; Ian Dowson, Hartlepool, Cleveland; Surjit Singh, Leicester LE2 1QA; Taw Baker, Bogner Regis PO22 8LW; Martin Walsh, Ayshire KA24 4HR, Mark Ratcliff, Kent CT4 5DH; Simon Dennis, East Sussex BN22 0LQ; Colin Mytton, Llangollen LL20 8SP; Jamie Butcher, Gainsborough, Lincolnshire; Ian Rouse, Notts NG24 3JZ; Stuart Crocker, Kent ME8 9PT; Paul Ratje, Newport Isle of Wright; Adam Wright, Northampton NN3 1YD; Matthew Roberts, West Sussex GU78 0TV; Benjamin Chee, Wembley HA0 3HE; Mark Westcott, Leicester; Trevor Fox, Norfolk IP24 2JS; Ian Clark, Kent CT3 3JF; Jonathan White, Stockton on Tees, Cleveland; Allen J Kong, Herts SG8 7HG; John Pagan, Cumbria LA24 2DT; Richard McGuigan, Co Durham DH8 8JY; John Flynn, Sunderland SR3 2TD; John Griffiths, Notts NG9 5BQ; Ewan Bumpstead, Kent CT10 2JN; P Turton, Liverpool 21 9HH.

Well, here we are at the tail end of another Results Show. Once again, space forbids me from educating you in the teachings of the famous amphibious philosopher, Axolotl, or the effect the Republicans winning the American elections will have on fishkind worldwide. Instead I'll just say that, if you've any worries about your fins becoming ragged at the edges, the quality of ants' eggs these days or even a competition problem, you can contact me by writing to *Ken the Fish, c/o VIV VICKRESS or CAROLINE BLAKE, ZZAP!, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.*

Right, then, see you next month, and until then, remember, don't feed your fish any brown sausages. Gloop gloop!




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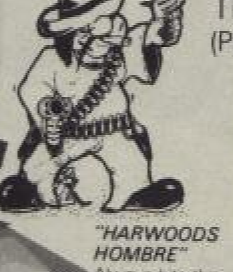
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PART THREE

DATELINE: Montevideo, Uruguay, August 1988

Viewers of the state-controlled Public Information TV Canal-Uno sit down in expectation on Sunday evening as the brand new state-of-the-art computer graphics system goes on stream. It makes its debut on the 7 o'clock News and the title sequence is magnificent, as are the hi-tech backdrops for national and international bulletins. The studio technicians congratulate one another as the weather maps go to automatic and one million viewers watch a digitised sequence of a pornographic cartoon featuring Snow White and the Seven Dwarves.

DATELINE: Jakarta,, Indonesia, September 1986

An urgent request comes into Jakarta Zoo from the Southampton University zoological sperm bank computer database, seeking the best bull seed to fertilise a herd of rare cattle nearing extinction. A prize bull named Maximus August is duly tapped, and the deep frozen deposit despatched to the poor cows. Unfortunately impregnation does not result within any of the half dozen recipients. This may have something to do with the fact that the computer's artificial matchmaking focussed on the best cattle sperm available, coupled with the fact that Maximus August is what is known to zoologists in technical terms as an elephant.

DATELINE: The United Kingdom of Great Britain and Northern Ireland, New Year's Day 1984

New Year's revellers feed their plastic cards into High Street cash dispensers belonging to the Midland and National Westminster Banks, hoping to get a bit of cash to tide them over the festive season. The machines accept the plastic cards, think about things a while, and cling onto them like Pit Bull terriers. By next morning the money robots refuse to acknowledge that they ever had the cards rammed down their mechanised throats. After much agonised checking and reprogramming the fault is discovered. The computer programmer for the Midland Bank has forgotten that 1984 is a Leap Year and the cash dispensers simply don't believe that today exists.

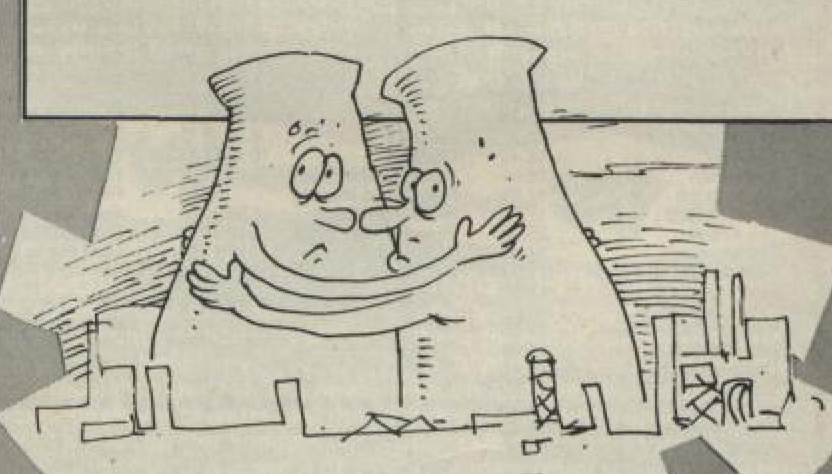
DATELINE: London, England, January 1987

William Farquhar, Senior Consultant with BIS Applied Systems Ltd has the weird behaviour of the head computer programmer of an international drugs outfit reported to him. The guy starts out by moving money around the system without authorisation just to bring attention to himself. When this doesn't work he pops up on the management's VDU screens, displaying the greeting 'Hello Sailor!' Finally, he takes control of the entire system and makes himself indispensable. Farquhar advises them to sack the loony on the spot, and escort him away from the nearest terminal, but instead of this they reckon that he's safer working with them and not against them. The culprit is promoted! Things work out just fine, except for one little thing. Everyone else with access to the computer system starts sending blackmail promotion demands.



DATELINE: Inter-State Power Grid, USA, 1979

Five nuclear power reactors are shut down when a backdrop computer discovers that they will collapse in the event of a minor earthquake. The original earthquake prediction subroutine has been told to take arithmetic sums instead of the sum of the absolute values, which roughly translated means that if an earthquake *had* occurred, large chunks of the USA would have disappeared in a nuclear meltdown. Some subroutine!



DATELINE: London, England, February 1987

The Clarenceux King-of-Arms is Great Britain's second most senior Herald. It is his job to organise the mumbo jumbo of the servants to the Court of Her Majesty Queen Elizabeth II. After long and dedicated work, he compiles detailed information, loads it down onto magnetic tape, and sends it to a flunky at the College of Arms for processing. It arrives blank. The sabotage has been committed by the computerised postal sorting equipment belonging to Her Majesty Queen Elizabeth II.

DATELINE: Szeged, Hungary, September 1983

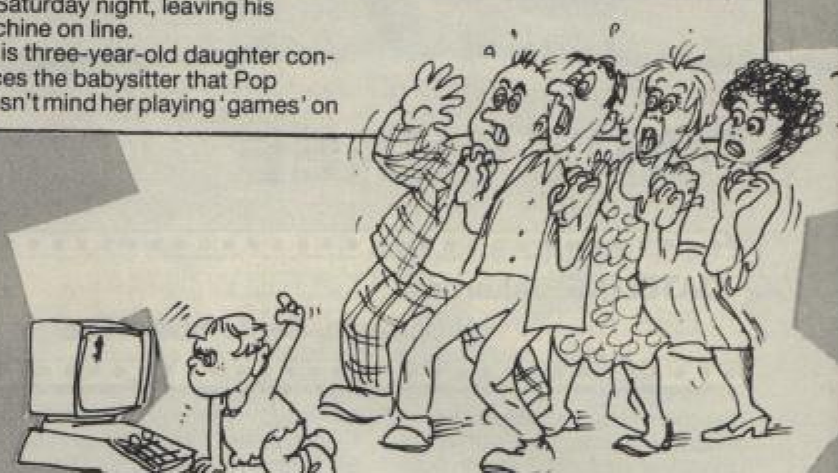
To ease Hungary's notorious production and distribution problems, a computer is installed at the town's main light industrial manufacturing plant. After three weeks the computer breaks down, and the inventory clerk cannot legally accept delivery of raw materials and components. A self-taught programmer repairs the machine on site within four hours, but by next morning there is another malfunction.

Things don't improve, but the computer is never down long enough to get authorisation to go back to the old manual system – on the other hand it's never working long enough to clear the backlog of components. On day one of the breakdowns there are several lorries queueing up outside; within ten days several streets around the factory are blocked solid with heavy goods traffic, and the town's transport system is grinding to a halt. The problem is at last solved by the inventory clerk, who opens his second storey office window and throws the machine through it.

DATELINE: Unknown, USA, September 1986

The *Computer Law And Security Report* for this month reports the demise of an American bank due to an accidental computer exploit by the world's youngest ever hacker. The bank's Vice President links his home terminal to the mainframe to do some work over the weekend. He takes his wife out for a spot of dinner on Saturday night, leaving his machine on line.

His three-year-old daughter convinces the babysitter that Pop doesn't mind her playing 'games' on the computer, and randomly bashes the keyboard. The following Monday morning the bank staff report that they've gone bust. By pure chance their entire assets have been transferred to unknown destinations by the infant's podgy little fingers, and all records of the deals are flushed down the electronic toilet of oblivion.



DATELINE: Wellington, New Zealand, February 1979

Colin Graham, the Security Manager for Medical Records, is sick and tired of the local newspapers carping on about leaks of confidential information. He calls in the computer experts, and transfers all sensitive medical data to a fool-proof electronic safe, locking the system with a series of digits that only he knows.

Within twenty-four hours, details of sexually transmitted diseases suffered by several well-known local personalities appear in the press. The electronic police are called in to find out how the system was hacked. The investigator confirms that the system is locked with a personally chosen ID code that only Mr Graham knows. Then he picks up the phone, dials the Registry Office, asks for Graham's date of birth, punches the given digits into the system and watches the poor man do the brown trousers trick.

WALKER'S WAY

In this, the new and radically redesigned* Walker's Way, *Martin 'Axe Man' Walker continues on his long and perilous quest into the parallel universes of computer programming and magazine journalism. So, without further ado, heeeeere's Marty . . .

Thursday 6th October

These NMIs (see last month) are causing more problems than expected – although needed for extra screen splits, occasionally when re-entering my Expert cartridge things get corrupted in the game. I do use this device an awful lot for debugging, so the day was mostly spent coming up with a scheme to exit the program neatly. As this involved using special techniques normally more often seen as 'ripoff protection', then say n'more!

Friday 7th October

The cities, having security systems operational, now need more of a feeling of 'behind the scenes' activity – the sound effects have a hum of concealed power. TWINKLE is a routine which animates a small section of a particular city, depending on the current background design. It will be used in many different ways, but in designing the routine now I can incorporate the desired animation into the character set for future cities. There. Just thought you'd like to know that. Next!

Saturday 8th October

Now that the traps are operational, many more sprite designs are needed to fill them, and during the course of a day spent lounging about in the Sprite Editor, several new alien species evolved. It wasn't until later that I realised why I kept being reminded of Dan Dare (the original character created by the genius of Frank Hampson rather than the Virgin games) – my favourite newcomer has a design rather like Dan's helmet as well as looking truly EVIL!

Sunday 9th October

A slight diversion today. Every time I produce a disk file for any screenshots it means hacking into the game. In fact, all that is needed is a stand alone file with screen, sprites and just the small amount of code needed to display them both. Once written it can be used again and again, but also means that no early copies of the game can ever fall into the wrong hands! (ZZAP! themselves are scrupulous in this respect – you can't even get through the front door if you don't know the combination!)

Monday 10th October

The next big code module should produce another big batch of additions to gameplay - at one fell swoop it will allow traps to be activated, objects to appear underneath and aliens to explode. In preparation, various trials were undertaken using yesterday's screenshot module to experiment with different ways of sitting the traps.

In practice this module will probably turn into several smaller chunks which rely on each other, since there is limited time to 'hang' routines on each interrupt frame. This means that the things which absolutely MUST be checked every frame (high speed bullets for example) stay on the interrupt, but others may only happen once every four frames (score updates certainly don't need plotting more than 12 times a second!)

Tuesday 11th October

In preparation for the big routine I must cure a little bug-ette that causes your in-flight bullets to lurch alarmingly if you suddenly change direction. Otherwise aliens may well explode before the bullet gets to them – and that would be TOO easy, wouldn't it?

As usual it was the static zone scroller at the back of it. Once I'd traced the cause of the problem it only remained to think of the most universal way to cure it. It's very tempting, after finding a special case that causes problems, to simply check for the special case and add an extra piece of code to combat it; this has happened before – 26 exceptions to fine scroll bytes when suddenly changing direction – but often gets unwieldy. Since the bugs are caused by exceptions to certain rules it ends up being far better to think it through properly and treat the cause rather than the result - then if anything gets modified in the future you don't end up testing for exceptions to exceptions! Got that? Er . . .

Wednesday 12th October

The control mode has now changed slightly to accommodate being able to fire in any direction while moving in another. This now allows the player to whizz past the end of a side corridor and fire a quick burst of bullets down it or even to fire backwards while running away! It works by locking out the direction changes when the fire button is down, allowing you to fire by pushing the stick in any direction – and with built in autofire in the game it feels very powerful in action.

Thursday 13th October

As you may remember when the screen was first split at the top to allow my score 'bar', whenever sprites go beneath it the 64 tends to lurch dramatically, sending the formerly neat split caréering across the screen with annoyingly flickering colours. This is one of those problems that has most 64 programmers tearing their hair out, including me!

On the old Atari 8-bit computers there was an invaluable little bit of hardware built in which allowed you to program the colour and screen changes to wait until the electron beam had disappeared off the visible part of the screen before changing them 'invisibly'. On the 64 you just have to grit your teeth and produce little tables of delays for the split depending on what sprites are 'underneath', and then write tiny routines that act like a Grand Prix pitstop – get everything possible in advance and then when the split pulls into the 'pit' bolt it all on and bang it out again as quickly as possible, before anything else gets very far. I've had to resort to self modifying code (I agree with Andrew Braybrook's view that it's a bit naughty!) but it saves a few cycles, and in this case is necessity. And if it means the difference between a lurch and a rock solid split – go for it!

Friday 14th October

Well, you di't expect me to debug these splits that quickly did you? As CITADEL is 8-way scrolling, the split is also complicated by having the screen moving up and down beneath it – this means a secondary set of tables. I'll say no more about it, but next time you see a game like IKARI WARRIORS on the 64 with 8 sprites appearing neatly from under the top screen split, spare a moment of admiration for the programmer (John Twiddy).

Saturday 15th October

Another visit to Exeter today, to see my friends, Cyberdyne Systems, and also get some 'instant consumer feedback' to all the improvements to CITADEL. The



feeling of exploring the city and my new 'glide and fire' control mode were well liked (what I really mean is that they love whizzing about blasting everything in sight!) Dan had some suggestions concerning the screen split, and I actually managed to get some work done, too. It's a great feeling working in a group - every time you groan at a bug somebody offers a suggestion (and some of them were really novel!)

Sunday 16th October

For the next few days I have a special quest – none other than Robin Levy, the graphics wizard from Cyberdyne Systems! Apart from playtesting (playing games, to you!) he has very nobly offered to play 'celebrity sprite designer' whilst taking a few days' holiday after the completion of ARMALYTE – so the next screenshots should look particularly inspired. Two gallons of midnight oil have been supplied, along with a spare monitor and my box of games for inspiration.

Monday 17th October

Have you ever had that feeling of deja vu? I was looking through a big batch of old Compunet demos that Robin brought up (perhaps I'd better rephrase that) and was listening to the music from HYPER-SPORTS. Having never seen the game I couldn't work out why I knew the music so well, until it finally dawned on me that the same tune was used as the loading music in WIZBALL! I hope Martin Galway didn't manage to get paid twice!

Robin came across the same problem as I did with my sprite designing – the difficulty in producing smooth shading using only black, white and one other colour – but has already surpassed himself with some new designs based partly on my latest renditions. Now he's venturing into the unknown and starting to produce creatures from the wilds of his imagination. Ooo-er!

Tuesday 18th October

Since all the creatures in the city are defence systems, and therefore likely to be metallic in origin, our first major graphics discussion concerned what we termed 'kinetic reflections'. The amazing alien bullets in ARMALYTE are mostly tumbling metal shards, and the reason they work so well is the sudden glint they get when catching the moonlight as they revolve (well, I like to think that it's moonlight – that's the romantic in me).

I've always wanted to use this technique in CITADEL, but now with the expert himself in the graphics hotseat I can pick up some valuable tips from someone who has been doing it for a year already! The art is in using pure white on the animation frame that completely faces the light source momentarily (and, of course, regulars will know that mine is at the top right of the screen). Andrew Braybrook used this rather nicely in some of the ALLEYKAT creations, along with some rather fetching shadows, but as these ended up using a second sprite per alien it's out for this project.

Wednesday 19th October

Meanwhile, back in the coding department, the door opening sequence is well under way. When a closed trap is hit by a bullet, first the door sprite is plotted over the character version, and then the object is mapped in underneath. Then, before the sprite door can start to open, the open version of the trap is replotted under cover of the sprites, so that by the time the door is opening, both the contents and the open character version are in position.

Once the sprite door is fully open it is removed, leaving the open character door and the object sprite in place. It sounds far more complicated than it looks, and in fact I doubt that many people would even realise just how much is going on, so just sit back and enjoy it!

Friday 21st October

Robin has come up with some interesting variations on door designs – some even have teeth! In fact, we watched *The return of the Jedi* on video last night, and several more inspirations resulted.

The door sequence has now been completely debugged, and now must be extended to accept multiple triggers, so that if you go around spraying bullets everywhere all the traps triggered will open singly in sequence one after the other. I decided to use a loop of eight triggers, so that the system must remember not only which traps you hit, but in which order. I doubt if the loop will need to be any bigger than this, as long as I remove references to the same trap being hit by many bullets, and it should be a daunting experience to see your hail of bullets turn into a choreographed sequence of unfolding doom!

Saturday 22nd October

As the doors are now sliding into action, it would be nice to be able to blast the contents to smithereens, so the next game routine will be collision detection. This area of any game can prove crucial to the end playability, and cause countless howls of anguish from players if done sloppily. How many times have you sworn that an alien missile missed you by several pixels, and yet you still exploded?

Players like to have reasonably 'loose' detection for their own ship to allow them to scrape through a tight situation unscathed. This is fine as long as it doesn't apply to the aliens as well – it's very frustrating to see your carefully aimed bullet hit an alien but carry on as if nothing had happened simply because the program only detects collisions with the exact centre of the opposition!

Monday 24th October

I took the opportunity to add all the checks for multiple hits and explosions into the collision module, so it only remains for a sprite explosion to be added. I've asked Robin if he will graciously provide a sample (I definitely ought to rephrase that!). Once inserted into the game, it looked really nice, especially as we hit on the idea of having every animation frame of the explosion in a different colour for maximum impact (a touch of the Minter strobe!)

Tuesday 25th October

A particularly frustrating day today, as all attempts to find a vicious bug failed. After modifying only two routines, as soon as the game restarted Monitor got hurled halfway across the city – and then as soon as the screen scrolled everything latched up. Groan. Having checked the source code for both, carefully, and finding nothing wrong I started bypassing each routine until the bug disappeared. When it does you have at least narrowed it down a bit.

Since this happened to be in an enormous routine that was finished several months ago the dreadful truth dawned on me – in modifying the new code a line number had accidentally been insert somewhere in the middle of everything else, and since I'd renumbered the entire program it was 'needle in a haystack' time! In situations like these the backup copy is vital – after adding the new code once again to yesterday's version of the source files everything worked perfectly. Phew!

Wednesday 26th October

A day off to drive to Exeter with Robin and return him to the land of cream teas. After a relaxing afternoon watching videos with the rest of Cyberdyne Systems, we ended the day with a championship session of International Karate. I was thrashed! (and me a black belt in pixel punishment!)

Since I normally work totally alone (aah!) it's been a very worthwhile experiment. Certainly it's great to have someone close by to bounce ideas off, with the added boost of being able to write code as the graphics are being produced in tandem. It's also allowed me to study someone else's approach to sprites, and I'm already seeing some improvements in my own work using my newly honed artistic eyes.

Friday 28th October

Time to neaten up some points of presentation and remove a few little bug-ettes from the works. Monitor now triggers the traps on contact, as well as remotely using bullets, so you now have to be more careful when moving around, since racing about like a mad thing will ensue a speedy demise.

The next big chunk will see the baddies emerging from their traps and pursuing me around the corridors of the city. I'm glad that at least I can blow them up before they catch me!



PG's TIPS

Greetings! Not quite as big a tips section as in last month's Christmas special, but there should be something for everyone here – amongst other things, there's a 'Full Player's Guide' (isn't that the phrase they're all using?) to Barbarian 2 and cheat modes and POKEs galore.

I won't waste space with the spiel, so get your reset switch ready and we'll get going!

OVERLANDER (Elite)

Another Unknown **hack, which again requires a cartridge, but seeing as this game is in desperate need of simplification, I though I'd better put it in.** LOAD **up, hit the button and type**

POKE 13398,44 – **Infinite Lives**

POKE 6337,174 – **Infinite Fuel**
POKE 1847, 0 to 4 – **Change Sta. 'ing Level**

Once you've done this, restart the game then tap the RESTORE **key once to activate the** POKEs.



1943 (GO!)

If you're having problems with this you must be holding the joystick the wrong way up. Oh. You're not. I see, well try your hand at these gorgeous POKEs **from the hand of the resident of** 45 Maplecroft Crescent **in** Sheffield. **Sorry, but your name parted company from the rest of your letter – I really must be more careful about this sort of thing. Anyway,** LOAD **up, reset and enter . . .**

POKE 43368,96 (RETURN)
Infinite energy for player one
POKE 43405,96 (RETURN)
Infinite energy for player two
POKE 34864,234 (RETURN)
POKE 34865,234 (RETURN)
POKE 34866,234 (RETURN)
POKE 34867,234 (RETURN)
POKE 34868,234 (RETURN)
Infinite lives
POKE 39312,208 (RETURN)
Invincibility
POKE 32771,(0 to 31) (RETURN)
Starting sector
SYS 32768 (RETURN) **Restarts**



RACE AGAINST TIME (Code Masters)

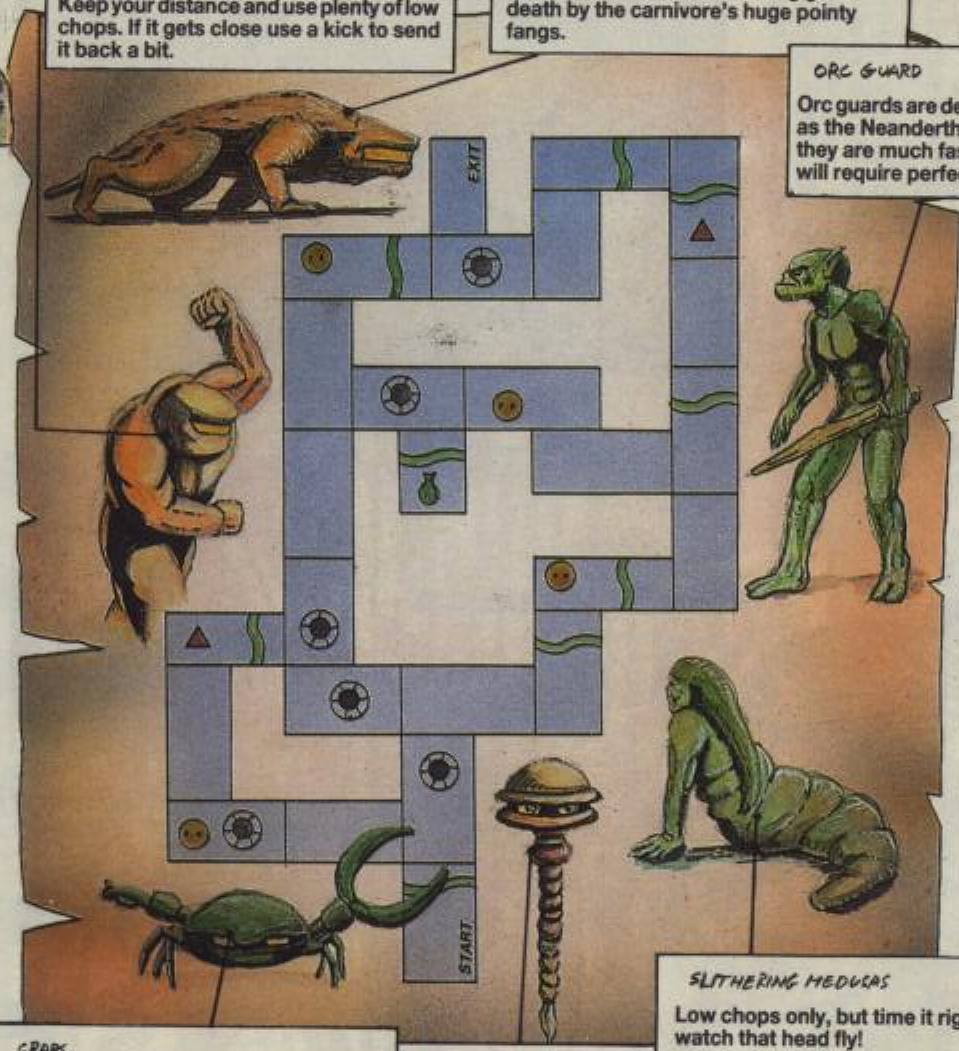
Another cartridge-only cheat, I'm afraid, but Unknown **of** Infiltrators **assures me that the** SYS **call is below BASIC. Never mind,** LOAD **the game, plonk your finger on the button then get to the poking option and use**

POKE 19557,173 (RETURN) **for infinite lives**
POKE 13121,173 (RETURN) **for infinite time**



BARBARIAN II





SAURION BEASTS

Being the biggest beast on this level, this is also the hardest to kill. Standing around for too long results in the loss of your head, so stay low and use low chops to deplete its energy.

NEANDERTHAL MAN

The most stylish way to kill this bloke is to hit him with a low chop then quickly go for the decapitation with a flying neck chop. Otherwise, a barrage of overhead chops do the job. If a chop misses, quickly go for his legs with a low chop as he approaches.

MUTANT CHICKENS

As this one moves in do a kick to stop it, then go for the low chop and try to split it in half.

KICKING APES

You can use mainly kicks, but a low chop is better for energy and points if you can manage it. If he gets too close back off and give him a kick.

STABBERS

Like the apes, these yield to kicks, but are more easily defeated with low chops. If things get too tight, remember that you can leap a stabber with a running jump.

FLOATERS

These flying animals snap at your middle and are kept at bay with a series of kicks and low chops.

CAVE TROLLS

Keep your distance and use plenty of low chops. If it gets close use a kick to send it back a bit.

CARNIVORES

These attack in two ways, either going for your legs or leaping for your throat. Low chops are required for the former, but if they crouch you must do either an overhead chop or a kick to stop them. Timing is crucial, because if you blow it you've a good chance of being gored to death by the carnivore's huge pointy fangs.

ORC GUARD

Orc guards are defeated in the same way as the Neanderthals on level one, only they are much faster and a decapitation will require perfect timing.

CRABS

You can only use low chops on crabs (or kicks if you're really desperate), but their short stature means you can do a flying leap out of trouble if their pincers get a bit close.

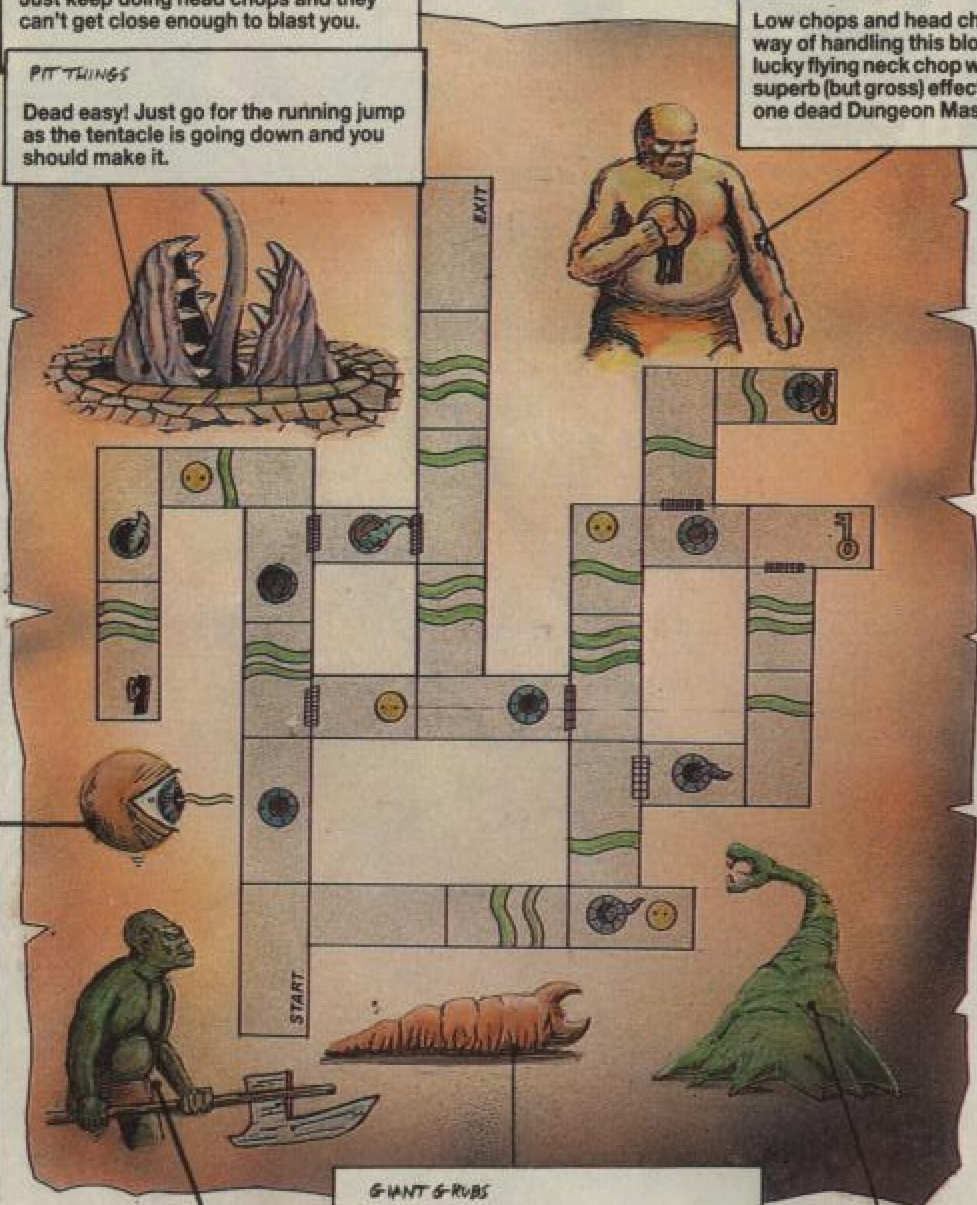
STINGERS

Any sort of chop will do for this, but overhead chops and low chops are possibly the most effective. If you have the space you could also go for the flying neck chop.

SLITHERING MEDUSAS

Low chops only, but time it right and watch that head fly!

This superb beat 'em up was mapped by quite a few people, amongst them Antony Micallet and The Playmasters, but the best was from Jason Goodchild and Graham Stevens who accompanied their effort with some extensive tips, reproduced here with their sketches of each beast, and additional information from Steven Lawson.



EYES

Just keep doing head chops and they can't get close enough to blast you.

PIT THINGS

Dead easy! Just go for the running jump as the tentacle is going down and you should make it.

DUNGEON MASTERS

Low chops and head chops are the best way of handling this bloated fatty, but a lucky flying neck chop will result in some superb (but gross) effects and, of course, one dead Dungeon Master.

ORCLETS

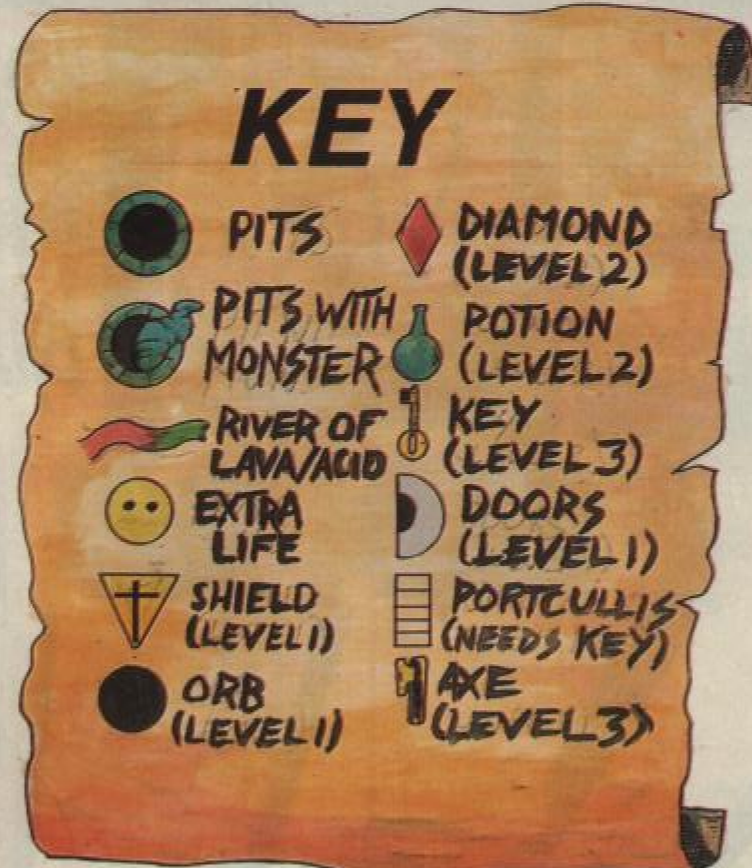
Another shorty, so give it a low chop when it grins and you should be spared from its axe blade.

GIANT GRUBS

These are better jumped than fought, but if you find yourself trapped, give it a kick or a low chop when it jumps for you.

GOBBLERS

Keep kicking it until you get it in a corner and then kick non-stop until it croaks. If you're lucky you'll get its head off with a low chop.





THE LIVING IDOL

Turn around and walk backwards toward the idol. You'll lose some energy, but not as much as you would if you went straight for it. As you reach the idol, turn around to face it and keep running towards it to push it away and you can enter the next screen.

DRAX

Your final adversary! Stand covering the corpse on the wall, and just as Drax is about to stop firing his energy bolts, do a flying neck chop to decapitate him and complete the game!

THE DEMON

Stand facing the Demon on the right hand side of the first pillar then do repeated flying neck chops to hit it in the face and eventually kill it. Myself, I find that the best way to kill the Demon is to walk to about halfway between the first two pillars and keep doing low chops. Now when he stretches his arm towards you, you should be hitting it and drawing away his energy. If you find you're too far away, just keep chopping and moving in a fraction until you're the right distance from him. This means you don't have to worry too much about being frazzled by his fiery breath.


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DEVIANTS (Players)

Anthony White sent in these awesome tips which are in fact the transporter codes for this forgettable little game (well, we can't remember a single thing about it). Anyway, just position your whatever-it-is on a transporter and type in one of the following words and Minezaginnis! you're somewhere else. Lovely.

CERBERUS
DIZZIDUS
EXCELSOR
CAGARANI
DEVIANTS
JABBADOR
ASIMONUS
TROLLDOR
ZACARONT
DENZIENT
CYBERNIA
XANTHIUS
ELECTRIX
BASILISK
STRATOSA
SALAMINO
DIESPAZM
LETSROCK
BADBLADE
JABBATAK
METALDOG
LEVELONE
CHECKOUT

SUBTERRANEA (Rack-It)

Famed cheese-tickler, Bodd took time off from sampling a particularly good Gorgonzola to amaze and amuse owners of this fun shoot 'emp with a few POKEs. LOAD and reset then obtain infinite lives with the following commands.

POKE 5975,234 (RETURN)
POKE 5976,234 (RETURN)
POKE 5977,234 (RETURN)
SYS 50167 (RETURN) to restart

Bodd didn't stop there, though. He also says that you can reset the game: clear the screen by pressing SHIFT and CLR HOME, and type in the humorous message of your choice, then watch it scroll across the screen when you type SYS 50167 (RETURN). Ooh, what fun!

FOXX FIGHTS BACK (Imageworks)

Afraid you'll need a hacking cartridge to enter this infinite lives POKE as its supplier, Unknown of Infiltrators, was unable to find the SYS call to start the game again afterwards. So, LOAD the game, hit the magic button, and POKE 2704,165 before restarting.

PROFESSIONAL BMX SIMULATOR (Code Masters)

My old man said follow the van, but he didn't bother to mention BMX bikes, so it's flipping-darned lucky that we have people like Warren Pilkington and Wayne 'Rat' Rowbottom to help out. Both sent in some handy 'n' dandy POKEs which go . . . well, they go jes' a liddle bid like dis . . .

WITHOUT A RESET SWITCH . . .

Yup, as Phil Collins would say, no reset switch required. Just wind the tape back to the start and type

POKE 43,255: LOAD (RETURN)

Now press play on the datassette and wait for the first part of the game to load up. This is signalled by the computer coughing up a ?SYNTAX ERROR message. Don't be fazed – the computer doesn't know what it's talking about. Just type

POKE 2307,226: POKE 2308,252 (RETURN)

The rest of the game should then load and the computer will reset. Of course, if you *do* happen to have a reset switch, you can miss out all this and just LOAD the game as normal, squeezing the red button on the opening screen.

Anyway, after all that, here are the POKEs that do the business.

POKE 4512,(0 to 4) (RETURN) Selects a track to start on.
POKE 8692,0 (RETURN) Infinite time.
SYS 8237 (RETURN) Restarts.

MENACE (Psyclapse)

Here's a cheat mode for this brill Amiga blast, sent in by a person who I'm afraid must remain nameless for security reasons. Well, no, actually, I lost his letter. Sorry, whoever you were. Anyway, load the game as usual, then while you're playing type in (or get someone else to type in – it's a bit difficult unless you can do at least fifty words a minute) the magic word, XR3ITURBONUTTERBASTARD (no spaces). You will now be given a full quota of weapons and loads of shield points, which can be restocked at any time by typing this in again.



THE VINDICATOR (Imagine)

After revealing the second level password last month (it was ENOLAGAY, for those of you who missed it), I've received the code which will get level three a-loading. Manchester's Warren Pilkington says that it's just a matter of loading up level two, then typing in the word OPPENHEIMER and you're off on the last part of the mission! Hooweee! And to make things even easier, there's also a map of level three to get you to Gog's lair without tears. Punch me in the throat if that isn't a big help! UHHHURRRGGGHK! What was that for?! Oh, you're finding it too hard? Well, alright then, reset the computer and type

POKE 32992,127 (RETURN)
then SYS 32768 (RETURN)

to restart the game. I dunno, I'm too good to you lot.

CYBERNOID 2 (Hewson)

James Foxton, Bigfoot Bamford, Simon Lambert, Gary Coates and Warren Pilkington **all got their disassemblers stuck into this dynamite game and managed to find the built-in cheat mode (which also appears in the demo on last month's cover cassette!). As in the first** Cybernoid, **select the** REDEFINE KEYS **option from the opening screen and type in a four letter word backwards – this time it's** YGRO **(ORGY backwards, see?). Golly, I wonder what the cheat mode in** Cybernoid 3 **will be. If they added another control we could be typing** TARBY **in backwards! And serve him right, too.**



GAME OVER 2 (Electronic Arts)

Yeah, I know it's only been reviewed this month but it's been around for ages – certainly long enough to get hopelessly frustrated with the first level. So, let's hear it for back-page-of-the-'phone-book-resident Luciano Zazzi, **who has sent in the code to let you bypass that part of the game and get straight on with the exploration bit.** LOAD **in the second part and type in the code** 25472 **and 'now you're cookin' on gas', as they say.**

MICKEY MOUSE (Gremlin)

Now . . . from The Wonderful World of Warren Pilkington **here are some POKEs which make sure that your pistol never runs dry. Yes, infinite water can be yours, just by LOADing, resetting and typing in**

POKE 44620,0 (RETURN)
POKE 47951,0 (RETURN)
SYS 32800 (RETURN) **restarts**

AMIGA ARKANOID (Imagine)

Getting a bit bored with bouncing your balls around the same old levels? Or maybe you're getting a bit bored with the sort of cheap sexual innuendo which appeared in that last sentence. Whichever it is, here's a WORLD-SHATTERING tip from the one and only Varkanoid. **Instead of pressing f1 or f2 to select one or two player modes as per usual, poke the f3 or f4 key and you can have a one or two player game in a set of entirely different screens! Ooh! Pinch me someone! I must be dreaming!**

AMIGA BETTER DEAD THAN ALIEN (Electra)

Another Amiga tip from Varkanoid, **who would just like to leyou all know that** BDTA **has a cheat mode just waiting to be used by cheeky cheaters like you. Just type in the word** CHAMP **on the options screen and you're off. If you want to spoil the surprise and find out exactly how the game has changed in your favour, hit the** HELP **key followed by the fire button.**

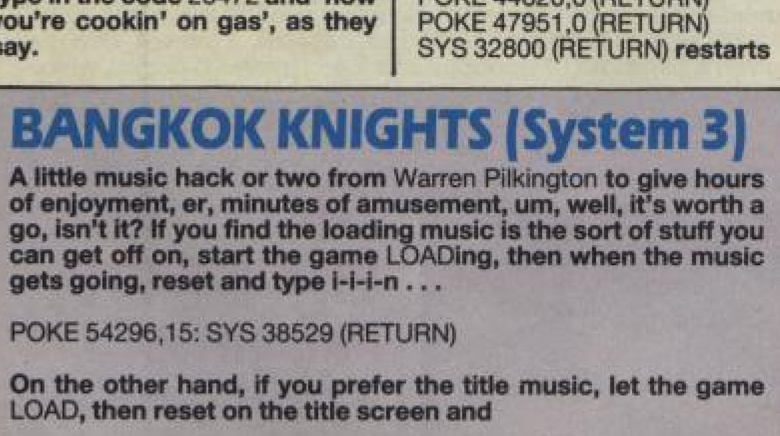
BANGKOK KNIGHTS (System 3)

A little music hack or two from Warren Pilkington **to give hours of enjoyment, er, minutes of amusement, um, well, it's worth a go, isn't it? If you find the loading music is the sort of stuff you can get off on, start the game** LOADing, **then when the music gets going, reset and type i-i-i-n . . .**

POKE 54296,15: SYS 38529 (RETURN)

On the other hand, if you prefer the title music, let the game LOAD, **then reset on the title screen and**

POKE 54296,31: SYS 36294 (RETURN)



AMIGA CYBERNOID

There I was, t'other night, swapping dolphin anecdotes with me old mate Steve 'Erstwhile' Jarrett, when he dropped the following gem of knowledge into the conversation. It turns out that there is a cheat mode in the Amiga version of Cybernoid **which you access by loading the game then typing the word** RAISTLIN **on the credits screen (not the title screen with the music) followed by a jab of the space bar. The screen will change to the high score table and the legend 'CYBERNOID CHEAT MODE ENABLED' will have appeared at the bottom of the screen. Hit the fire button and off you jolly well go, with infinite lives to help assure your success.**

And so we draw this month's tips to a close. This month's top tipster, or rather, tip*sters* are the men who brought you the colourful Barbarian 2 **info,** Jason Goodchild **and** Graham Stevenson.

If you've got some world-shattering, earth-moving, elephant-massaging tips for Amiga or 64 games and you want to see them in print, send them to PG'S TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Remember, much moolah is on offer for the best stuff, so get hackin', and I'll see yerz, same time next month. Ta-ra!

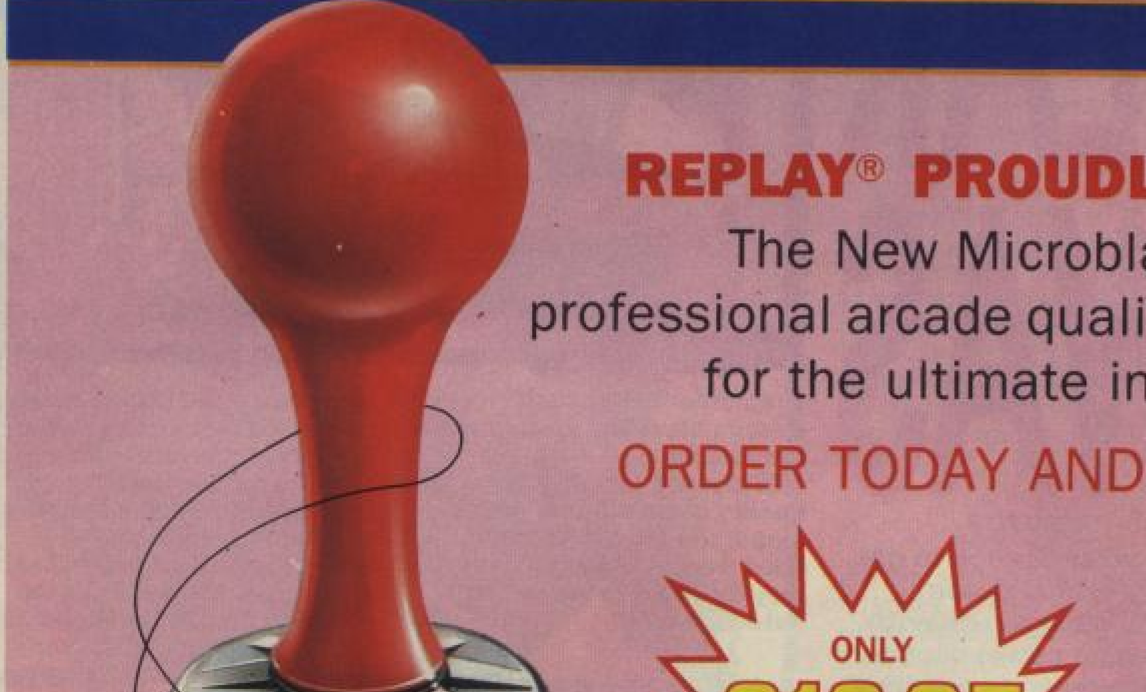
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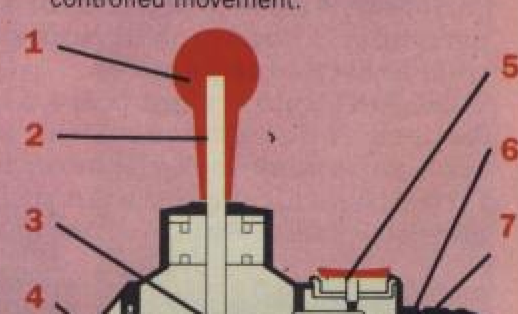
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THAT WAS THE YEAR THAT WAS



Hello readers, Lloyd here. This is your chance to get away from the madcap tomfoolery which those rowdy reviewing types like to fill the magazine with. Here, I'm going to be taking a relaxed retrospective look at what made 1988 the year it was – things like the burnished walnut pipe I received for my birthday, that record fair where I bought a whole collection of Jefferson Airplane albums for a fiver, and that particularly good crop of runner beans which made such a tasty consommé—

OK, OK! Hold it right there, Lloyd! Rockford here, readers. You don't want to hear about all that boring rubbish do you? Look, get away from that Hermes and I'll tell them all about the GAMES that made this year go with a bang. Right – from the beginning, then.

JANUARY

Ooh! Christmas! I love it – all the presents and pud and *The Wizard of Oz* on the telly . . . But the ZZAP! lads (Jaz Rignall, Stevie Jarratt and new boy-wonder, Dan Gilbert) had much more important things on their minds. No Gold Medals, but there were no less than seven Sizzling games to keep them occupied!

Ocean's *Combat School* conversion wrecked our wrists and Incentive showed that arcade adventures needn't be fast to be compulsive with *Driller*.

Shaded 3D graphics also featured heavily in *Chuck Yeager's Advanced Flight Trainer*, which sizzled along with its EA stablemate *Skate or Die*. *Tetris*, the Eastern Bloc-puzzle game from Mirrorsoft relied more on entrancing gameplay than graphics – and sizzled deservingly.

Strategy fans were well catered for with SSG's *Battles for Normandy*, while, with a closer to home feel, we had Gremlin's *Cosmic Causeway* – a super blast 'em up sequel to *Trailblazer*.

With such a high volume of quality games at this early stage, the prospects of a fun-filled new year seemed very rosy indeed. We waited with bated breath!

FEBRUARY

The first issue of the new year saw the inauguration of a new regular feature in ZZAP!, *Amiga Action*, a tentative step into the 16-bit world which was to prove so important in the future . . .

Not that there seemed to be any drop-off in the supply of good 64 games. February's issue contained three Sizzlers, two from Ocean and one from Thalamus. The Manchester 'musement merchants provided the 64 conversion of Jon Ritman and Bernie Drummond's *Matchday II* and *Platoon*, the game of the top-grossing film. From Thalamus we took delivery of *Hunter's Moon*, a space shoot out from a little-known software author, going by the name of Martin Walker from whom we were to hear more . . .

I say 'we', but by this time Thingy, Nose and myself were finding it a bit too chilly in little Ludlow, so off we went to sunnier climes, leaving the margins empty and the reviewers to their own devices.



MARCH

What happens as soon as I turn my back? After a few short months at ZZAP!, Dan Gilbert decided he preferred to follow another destiny. Just as we were closing the door behind him, a small Tyneside person dived into the Towers, blu-tacked himself in front of a word processor and started writing reviews.



And what a lot he had to write about! Microprose created quite a stir with *Project Stealth Fighter*, providing the opportunity to fly a top secret jet.

Top games in the tough-guy combat vein were Activision's *Predator* license and Elite's conversion of *Ikari Warriors*, a contender for Most Overdue Game award. The wait was worth it, but the team thought it wasn't *quite* good enough to Sizzle. Top-class software abounded, and the imminence of *Impossible Mission 2* from Epyx as well as *Power At Sea* and *Skyfox 2* from EA had us all on the edge of our seats (except for me – I haven't got a seat).



APRIL

ZZAP! was still short-staffed, so after the doors were widened for him, in waddled an even newer reviewer, Gordon Houghton.

April saw the start of Martin Walker's diary of his forthcoming game *Citadel*. Our April Fool joke which had high-ranking members of some very large computer companies picking up the phone was the Amiga Emulator, or *Amulator* – a Norwegian hardware add-on which we alleged would turn your 64 into an Amiga for £280. The one-off Amiga supplement showed that while there were some marvellous 16-bit titles around, there were also some pretty poor ones (witness King Size's *Kwazimodo*). The month's sizzlers, Lucasfilm's sea-war simulation, *Strike Fleet* and the American Football game from Accolade, *4th & Inches*, showed that the 64 was more than holding its own.



MAY

ZZAP! had to start the hunt for yet another reviewer, as Steve Jarratt was tempted away to edit our sister mag CRASH at the end of this schedule. But our grief was staved off by Grandslam's *Pac-Land*, *Cybernoid* from Hewson and *Usagi Yojimbo* from Firebird which set our monitors alight with their sparkling sizzle-worthiness. There was a disappointment (for me, anyway) in MAD X's weak conversion of the *Rockford* arcade game, but at least it wasn't as bad as GO!'s laughable *Gunsmoke*, a Capcom conversion which was thankfully never released onto the market.

There was an air of excitement in the previews as news broke of US Gold's forthcoming releases, *Echelon* – a 3D planet exploration game from the Carver brothers – and *Summer Games 3*. Could Epyx revive the magic of the Games series yet again?

JUNE

We weren't to see anything of *Summer Games 3* for a while, but the promised mega-game, *Echelon* did turn up for review this month. Unfortunately, the action ran at a snail's pace, and while the reviewers admired its depth, it wasn't too playable. On the plus side, there was a Gold Medal for *Impossible Mission 2*, sequel to 'the best platform game ever', and The Edge's impressive conversion of *Alien Syndrome* earned a Sizzler.



Not even two timeless bummers, Infogrames' *Lee Enfield in the Tournament of Death* and Loriciels' *Bob Winner* could off-set the general high quality of 64 software we were receiving, and there was even more excitement brewing.

We were looking forward to a summer of sequels, with Palace's *Barbarian 2*, the second of Incentive's FREESCAPE games, *Dark Side*, and System 3's *Last Ninja 2* all imminent.



JULY

The summer software slump expected earlier in the year finally started making a real nuisance of itself in the July issue, which contained a grand total of only 21 reviews. Amongst the few were two games on the previously inauspicious GO!, label both of which knocked our socks off. Rainbow Arts had programmed a game which bore an uncanny resemblance to Nintendo's classic platformer, *Super Mario Brothers*, and though it lacked some of the game's finer points, it certainly recreated the feel of the game with its cute monsters and secret warps and treasure rooms. GO!'s other goodie was *Bionic Commando*, a translation of Capcom's coin-op, which sported unusual and addictive gameplay and some very catchy music.

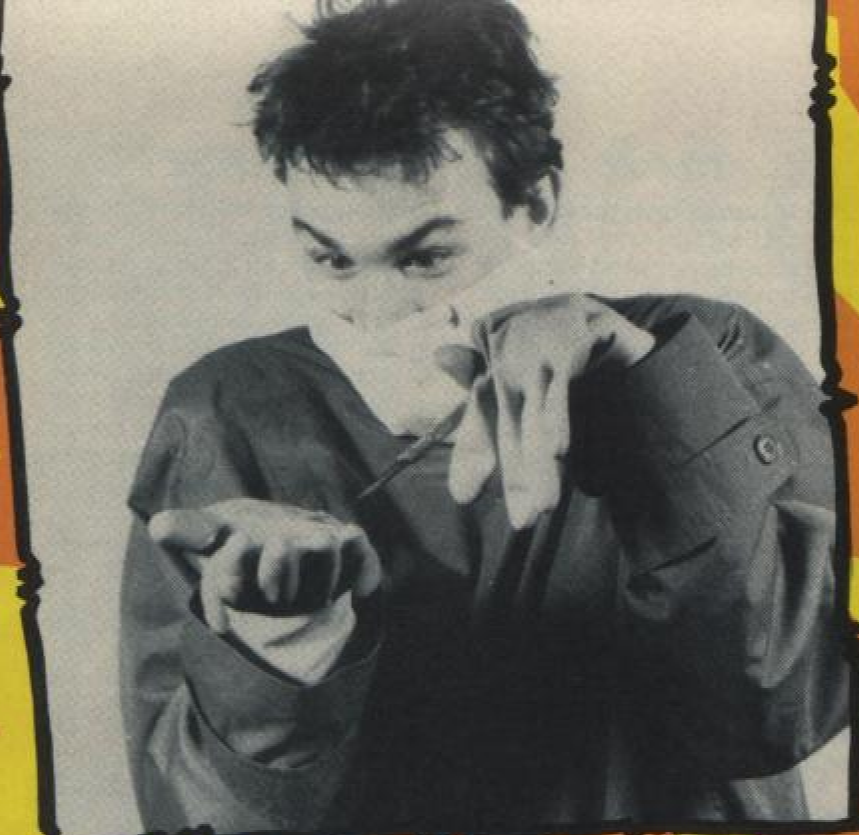
But big news of the month was the departure of Julian Rignall, who had been with the magazine from the beginning but finally felt the need for a change of scenery.





AUGUST

After Jaz left, it was up to fat cat Gordon to edit the mag, with reviewing help from Pauls Sumner and Glancey. There were one or two other changes in ZZAP!, but what really counted was that the summer dearth of software seemed to be disappearing. The best included Incentive's long-awaited Freescape game, *Dark Side*, the king of hack 'em ups *Barbarian 2* and Thalamus' blaster *Hawkeye*. Epyx gave us *The Games – Winter Edition* to chew on during the wait for *Summer Games 3* or *The Games – Summer Edition* as it was going to be called. We all agreed that, while the game had its merits, it was something of a disappointment after the rest of the series, and it was enough to sow seeds of doubt about Epyx holding their reputation for quality. ▶





October cover), but we gained a female reviewer! CRASH's Kati Hamza moved offices to help Gordo out with all those difficult words. The Harlequin came to a sticky end as he became light brunch for Chuck Vomit, a local troll who quickly usurped his position as adventure correspondent.

Our Amiga allegiance provided us with over 50 games in one of the biggest issues yet. Apart from a great soccer game from Audiogenic, it was a trio of shoot 'em ups which took the accolades – *Cybernoid 2*, *Star Ray* (a superb Amiga *Defender* variant) and Thalamus' mighty mega-blaster *Armalyte*.



SEPTEMBER

Another month, another reviewer. Our search had proved fruitful and we welcomed Celtic humorist, Maff Evans, into the fold. On the games front there wasn't much to amaze, although *Last Ninja 2* and Imagine's arcade conversion, *Salamander*, wowed their way to Sizzlerdom. The much-hyped conversion of *Road Blasters* failed to live up to its potential as did the long-awaited follow-up to the classic soccer strategy game, *Football Manager*.

On the horizon, though, was another GO! release from Rainbow Arts – *Katakis*, which looked about as much like Irem's arcade hit *R-Type* as *Great Giana Sisters* looked like *Super Mario Brothers*. A cassette was planned for the cover of the October issue, and after seeing *Katakis*, we knew this was the game to put on it. If only we knew . . .



OCTOBER

The October ZZAP! reached the shops rather later than expected after Mediagenic, who hold the rights to home versions of *R-Type*, got wind of how close *Katakis* was to the game they had spent so much money converting. After threats of injunctions, GO! agreed to drop *Katakis* and all promotional material, including our cassette. This eleventh hour news resulted in confusion amongst the cassette organisers who agreed to replace *Katakis* with an ageing turkey called *Time Tunnel* which annoyed us as much as our readers.

Apart from that, October was a good month. By the mandate of my fans, I returned with my margin chums and Amiga reviews were permanently installed in ZZAP!, just in time to include three excellent 16-bit games, *Starglider 2* and *Carrier Command* from Rainbird and *Buggy Boy* from Elite.

NOVEMBER

This issue marked the start of a new age at ZZAP! Not only did we become ZZAP! C64/AMIGA (notice the 64 part of the logo was obliterated on the



DECEMBER

Yeah! Christmas again! And what a Christmas it was – the biggest ever issue of ZZAP! with 228 pages and 64 games reviewed! It was a series of brilliant Amiga games which stole the show – the 16-bit versions of Hewson's *Nebulus* and *Cybernoid*, Amiga *Impossible Mission 2* and the best Cinemaware game to date, *Rocket Ranger*. However, there was one 64 game which really was a Christmas treat: Imageworks' *Bombuzal*, a cute but cunning puzzle game which kept the team scratching their heads all month.

ZZAP! made big waves in the Newsfield reviewers challenge, coming first in the team competition and second and fourth in the individual stakes, thanks to Gordon and Maff's joystick skills. Oh, and speaking of waves, this issue heralded the hiring of aquine Toast of the Town and freshwater quizmaster extraordinaire, Ken D Fish (available for private parties, Masonics and Bar Mitzvahs, Luncheon Vouchers accepted).

What's going to happen next year? If it's anywhere near as turbulent as this, I'll need a lifetime's supply of valium – let's hope things settle down a bit! Keep an eye out for the 50th anniversary issue, some state of the art 64 and Amiga software, and yet more success with the best selling Commodore magazine around! (That's us, stupid).



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CANADIAN C-64 USER would like to swap latest games on disk. Send list soon! All decent letters replied to. Write to: G. Charron, P.O. Box 9084, Main Terminal, Ottawa, Ontario K1G 3T8, Canada.

Amiga/64: Thrust-full girl is looking for fast & hot contacts, if possible send immediately disks, write to: Sylviane Deshet, Beaufaux 35, 7890 Ellezelles, Belgium. 100% answer.

Dutch C-64 freaks want to swap cool games and demo's with anyone anywhere. Send disks or list to: Amstel, Oude Arnhemsebouenweg 6, Doorn, 3941 XM, Holland. All letters will be answered.

Ramparts, Ranarama, Platoon, SEUCK, IO, Pacland, Ikari Warriors, Zig Zag, will swap some of these for Wasteland, Bards Tale 1 or Bards Tale 2. Tel: (0455) 613967 between 4pm and 10pm except Thursday.

Disk users! I have most of the latest stuff and want to swap with disk users all over the world. Write or send disks to Steven Addison, 14 Lockerbie Walk, Thornaby, Cleveland TS17 0BT. Reply guaranteed.

Amiga Penpals wanted to swap Amiga programmes. Write to: ACA, PO Box 8, 4052 Royiveberg, Norway.

PEN PALS

Disk or tape users who would like to swap latest demos and games, then write to P Wilson, 11 Lingfield App., Moortown, Leeds LS17 7HL. Please enclose disk or tape with the latest software, also include a list please.

American C128 disk users, please write to me to swap hints, tips and programmes, all letters answered of course. Susan Wright, 2 Park Hill Road, East Croydon, Surrey CR0 5NA, England. Thanks.

C64 Disk Users! Contacts wanted for swapping games and demos, send disks and lists to Andy of Mirage, 17 Well Close, Northway, Tewkes. Glos. GL20 8RS, or phone (0684) 298778. All letters answered, please send fast!!

Mouth is 14 and wants lots of Penpals to swap the latest games, pokes, utilities etc. Send tapes, disks or lists to Mouth, 14 Abeona Tce, Port Lincoln, South Australia 5606.

C-64 owner wants to swap latest games (disk only), write or send disks to:– Derek Beaumont, 31 Regency Drive, Hartlepool, Cleveland TS25 1LX. All letters answered.

CBM-64 owner wants to swap demos, games and programmes around the world. Write to: Lennart Praefcke, Sunndalsv. 33, 6600 Sunndalssora, NORWAY.

Contact NEIL, aged 18: 60 Hillcrest, Baldock, Herts, England SG7 6NF if interested in electronics, A500 programming, demos, games, digitising (sound, graphics), C64 emulating. Send CV, interesting letter and no disks. North Star ARE the best!

MISCELLANEOUS

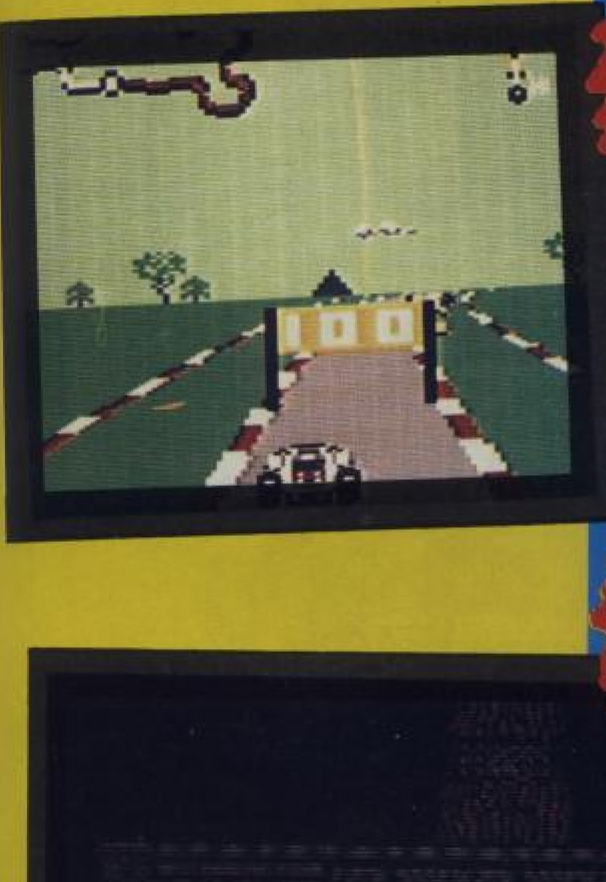
MEGA PRIX – A great motor racing PBM. 30 teams, 65 drivers, also Aussie rules PBM violent fun sport! Only 50p per turn. For more detail, send SAE to Malc Sims, 76 Mount Road, Canterbury, Kent CT1 1YF.

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COMPILOFAX II

Yes, folks, the Big One is back! O ye of little cash, peruse these hallowed pages and find what ye seek in the way of great games gathered together in one giant box. Yea, verily, there are good compilations and bad compilations, and in order to divide the wheat from the chaff, Big Gordo has spent hours of precious doughnut-eating time looking over the latest crop of goodly packages – including two Amiga compilations! Take it away, big boy . . .



FISTS 'N' THROTTLES

Elite, £12.99 cassette, £14.99 disk

Contents:
THUNDERCATS – A repetitive platform beat/shoot 'em up which, though it looks OK, is only recommended to fans of the cartoon series.
BUGGY BOY – Brilliant coin-op conversion with outstandingly addictive race-and-collect action.
IKARI WARRIORS – Very playable conversion of the two player jungle shoot 'em up from John Twiddy. Probably the best game of its type on the Commodore.
DRAGON'S LAIR – Fair adaptation of some of the laser disc coin op's game scenarios. Lacks long-term playability, but has the best cassette multiload system around.
ENDURO RACER – An abysmal conversion of the popular arcade road racer.

OVERALL: 80%
If *Enduro Racer* had been replaced with something else (anything else!) this would have been a brilliant compilation rather than just a good one. However, the inclusion of *Buggy Boy* and *Ikari Warriors* easily excuses this mistake, and makes *Fists 'n' Throttles* very much a worthwhile purchase.

TRIAD VOLUME 1

Triad (Rainbird, Mirrorsoft, Psygnosis) Amiga £29.99 disk



Contents:
STARGLIDER – Decent vector graphic space shoot 'em up – but not a patch on *Starglider 2*.
DEFENDER OF THE CROWN – Fairly easy Cinemaware 'interactive movie' which is a pleasure to play nonetheless. If you're into this type of game, try *Rocket Ranger* instead.
BARBARIAN – The graphics are the only outstanding feature of this otherwise bland beat 'em up cum arcade adventure.

OVERALL: 75%
It's one of the few compilations around for the Amiga at the moment, containing three above-average games – for that reason alone, it's worth a look.

GIANTS

US Gold, £14.99 cassette, £17.99 disk



Contents:
GAUNTLET II – Mediocre sequel to the decent original arcade conversion.
ROLLING THUNDER – Graphically poor but very playable version of the unspectacular coin op.
CALIFORNIA GAMES – Simply brilliant: probably the best of the *Games* series.
720° – Enjoyable and faithful conversion of the fun skateabout – if a bit poor graphically.
OUT RUN – A reasonable attempt at catching the spirit of the coin op – but without the detail, speed or hydraulic chair, it's only just above average.

OVERALL: 69%
A collection of great names but – apart from *California Games* – the games are not so great. Especially at £15, you should think twice, and maybe look around for the better games in a bargain bucket.

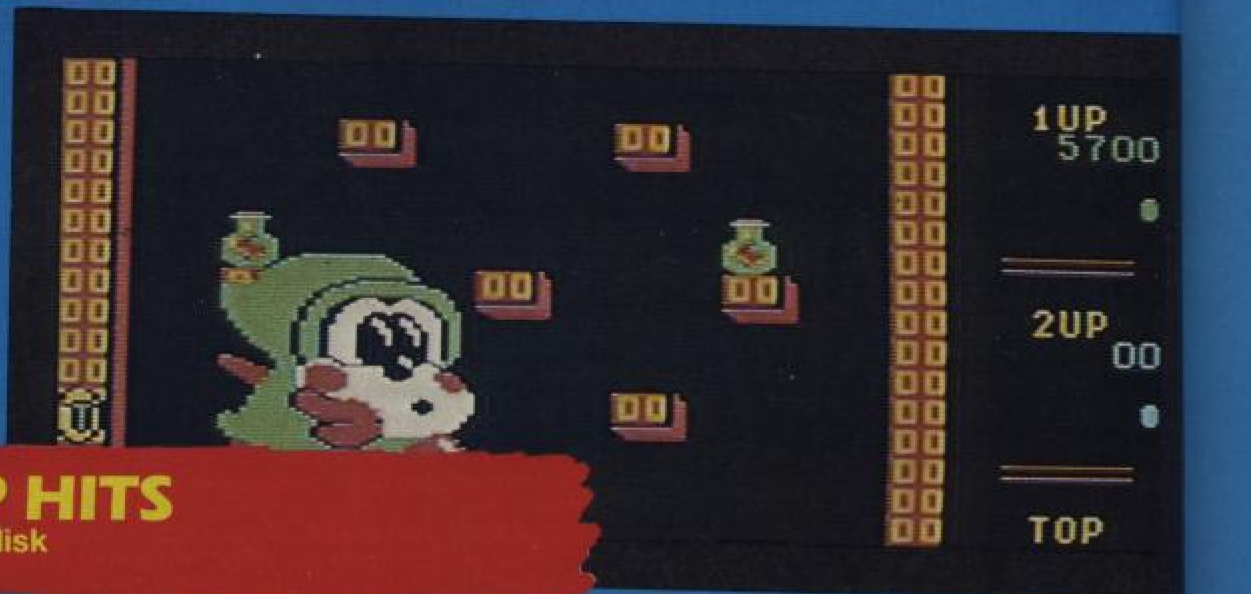


SPORTSWORLD '88

US Gold, £12.99 cassette, £14.99 disk

Contents:
CHAMPIONSHIP WRESTLING – Decent wrestling sim, with some fair ol' graphics.
10TH FRAME – Some beautiful animation and excellent action make this the definitive bowling simulation – well worth a game, especially with a friend.
HARDBALL – Addictive and accurate baseball simulation with typically polished Accolade presentation.
LEADERBOARD – What – *again*? If you haven't already got this in its original form, on budget, or on any of the other compilations it's been on, well . . . it's good, but not *that* good.

OVERALL: 84%
A great collection of some of the best sports sims around, only let down by the inclusion of the snooker and *Leaderboard* (yet again). Well worth trading in some old footballs for.



TAITO COIN-OP HITS

Imagine, £12.95 cassette, £17.95 disk

Contents:
RASTAN – Yeuch! Some nauseous graphics with a mediocre game struggling for survival underneath.
SLAP FIGHT – Excellent conversion of the ageing coin op, with heaps of playability and frustration!
RENEGADE – We don't think it deserved the Sizzler it got – but a good beat 'em up nonetheless.
ARKANOID – Addictive, colourful – but it's *Breakout*. So what? It's great fun.
REVENGE OF DOH – Colourful, addictive – but it's *Breakout*. So what? It's even better fun.
FLYING SHARK – The only factor which lets this conversion down is the multiload: it's a bit tortuous. However, the vertically scrolling and frenetic gameplay goes some way to making up for it.
BUBBLE BOBBLE – Just about the best conversion around: cute, hugely addictive – but now available on budget.
LEGEND OF KAGE – Graphically poor, gratuitously violent and mindless wander 'n' beat 'em up.

OVERALL: 90%
A collection of some of the cream of pre-1988 arcade conversions, with only a couple of games letting down the excellent standards set by the rest. One to buy, even if you've already got a couple of these.

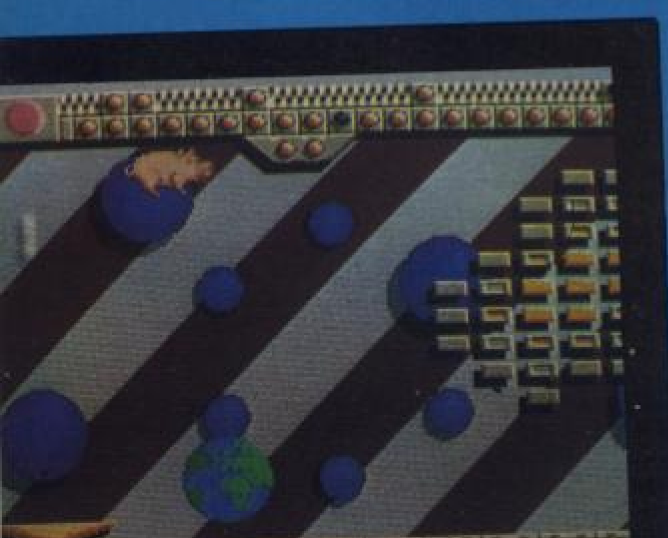
AMIGA GOLD HITS

US Gold, Amiga £24.99 disk

Contents:
BIONIC COMMANDO – Arcade quality graphics are let down by the game-ruining scrolling; it's not anywhere *near* as good as the 64.
ROLLING THUNDER – Decent conversion with jerky scrolling. Not much of an advance over the ST, but playable nonetheless.
JINKS – Unusual but playable sideways-scrolling *Breakout* variant. Worth a look.
LEADERBOARD – This is already on the *Leaderboard Birdie* compilation: high quality graphics and pure addiction in the gameplay.

OVERALL: 40%
Only *Leaderboard* rescues this from mediocrity – and even that is available elsewhere. Steer clear, even if it is one of the few Amiga compilations around.





TEN GREAT GAMES 3

Gremlin Graphics, £12.99 cassette, £14.99 disk

Contents:
10TH FRAME – See *Sportsworld '88*
FIRELORD – One of my pet fave games, but the ZZAP! team who reviewed it at the time didn't think that much of it. Worth a look even so.
ALLEYKAT – Vertically scrolling Braybrook race game which narrowly missed a Sizzler.
LAST MISSION – Bland and uninspired shoot 'em up.
RANA RAMA – Plenty of frog-hopping, spell-casting fun in this overhead *Gauntlet* variant.
FIGHTER PILOT – It's now out on budget and it's . . . OK. Not the greatest vector-graphic flight/fight sim, but not the worst, either.
LEADERBOARD – Aaaargh! Again? See *Sportsworld '88*.
IRIDIS ALPHA – Excellent, unusual Minter two-way blast 'em to bits, with loads of colour, two pause modes and plenty of fun.
EAGLES – Average split screen, two-player shoot out in jets that are two big to be comfortably handled.



GAME, SET AND MATCH 2

Ocean, £12.95 cassette, £17.95 disk

Contents:
MATCHDAY 2 – One of the best football games around: well worth a look if you want something with a bit more depth than *Emlyn Hughes*.
BASKET MASTER – Two player basketball game which was quite good on the Amstrad. Oh well . . . it's an alternative summing up, isn't it?
TRACK AND FIELD – Fairly accurate version of the coin op – but both are a bit dated now anyway.
NICK FALDO'S OPEN – Complex, but that's its problem: the more relaxed style of *Leaderboard* easily beats it.
STEVE DAVIS SNOOKER – Just about the best snooker sim available to date, but that's not saying a great deal.
IAN BOTHAM'S CRICKET – Extremely poor cricket sim, which even the most ardent Big Both fan would knock his bails off for.
SUPER HANG ON – If this is the version that we saw in ZZAP! Towers ten months ago, you're in for a laugh. Let's hope it isn't.
INDOOR SPORTS – Very much one for beer-swillers and belly-builders only: enjoyable for a short time.
SUPERBOWL – The second best American football sim available.
WINTER OLYMPIAD – Tynesoft's challenge to the *Games* series – and pretty good it is, too.

OVERALL: 68%
There are so many games here – and so few good ones. If you've got any two from *Matchday 2*, *Winter Olympiad* and *Steve Davis Snooker*, forget it. Go and buy a thirtieth of an Amiga instead.



TEN MEGA GAMES VOLUME 1

Gremlin Graphics, £12.99 cassette, £14.99 disk

Contents:
NORTH STAR – Not really that mega: the slow control reaction tends to spoil what could have been a great game.
CYBERNOID – One of our Sizzlers earlier this year: an unusual and colourful, but extremely hard, shoot 'em up. One for people who can take a pick-axe to their teeth and laugh about it.
DEFLEKTOR – Odd but enjoyable puzzle game with lots of prisms 'n' refraction 'n' stuff.
TRIAXOS – None of us know much about this – a real dark horse during these dark, winter months.
BLOOD BROTHERS – Oh dear.
MASK II – Oh dear, oh dear.
TOUR DE FORCE – Well, it's OK, but not really worth taking more than a couple of pedal sessions to.
HERCULES – It was a nice idea – a beat 'em up and club 'em down set in Ancient Greece – but the implementation was just a tad boring.
MASTERS OF THE UNIVERSE – Above average blast and exploration game.
BLOOD VALLEY – Oh dear, oh dear, oh dear.

OVERALL: 49%
By no means mega, most of these games should have been left in the wintry gameplaying dustbins from which they were scooped. A couple of goodies is not enough to justify the fairly high price: only buy if you're addicted to software or there's no other way of getting blank cassettes.



SPACE ACE

Gremlin Graphics, £14.99 cassette, £17.99 disk

Contents:
XEVIOUS – Terrible interpretation of the classic coin op.
VENOM STRIKES BACK – Colourful, bouncy third game in the *Mask* series. Plenty of platform/shoot 'em up action and a few puzzles, too.
CYBERNOID – See *Ten Mega Games 1*.
NORTH STAR – See *Ten Mega Games 1*.
ZYNAPS – Slightly overrated, but very playable and frustrating shoot 'em up which shows signs of real class.
TRANTOR – One of GO!'s first games – and not a very good one.
EXOLON – Slightly underrated and quite enjoyable flick-screen walk and bomb 'em up.
REBOUNDER – Not quite as good as *Bounder*, but a triff 'n' brill bouncing blast all the same.

OVERALL: 77%
Another mixed bag of blasting goodies and baddies. There's something nasty in the woodpile – *Xevious* – but plenty there to keep your fingers moving up and down the joystick on those long winter nights. Check it out.

OVERALL: 82%
A mixed bag – more like 4 great games, 3 not-so-great and 3 pretty awful. If you've only got a couple, it's definitely worth checking out for some festive and jolly Santa-bashing larkabout fun.



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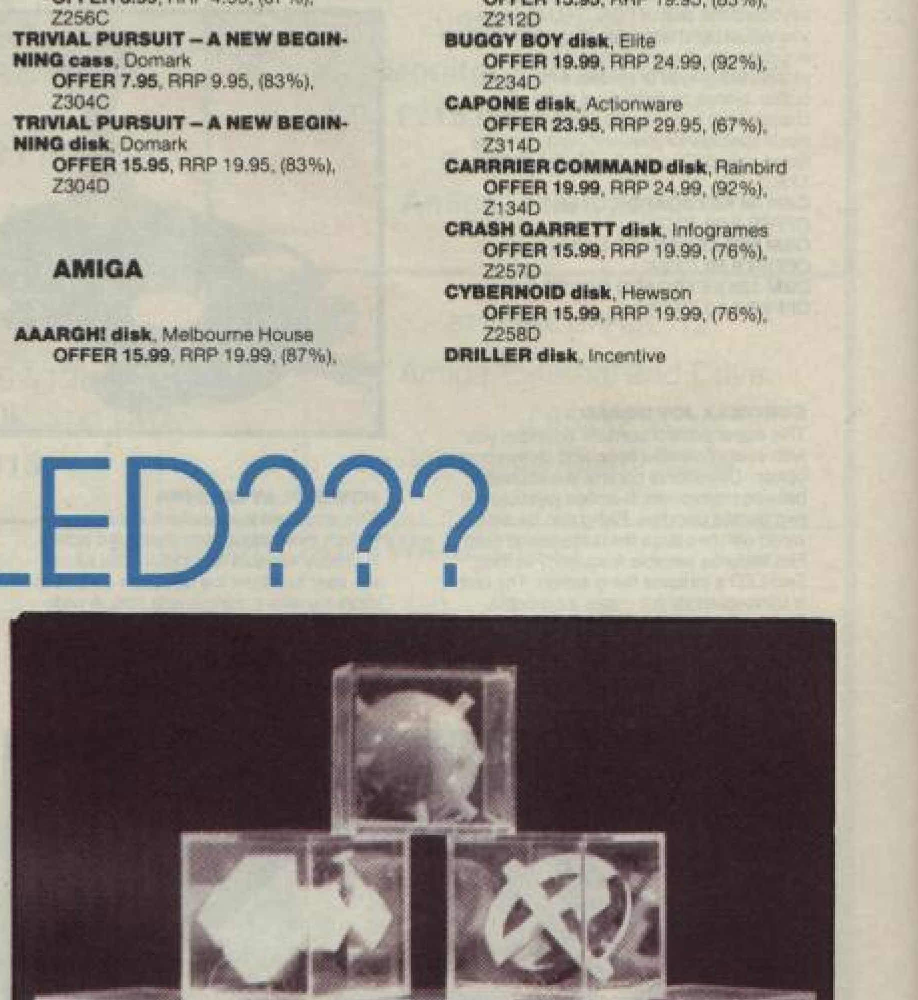
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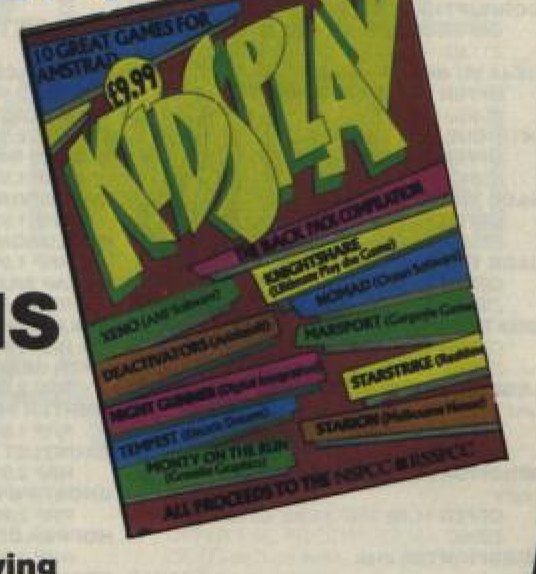
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16-BIT SIZZLER

SPEEDBALL



Imageworks, £24.99 disk

●Fast and playable metallic futuresport

The time is the future. The Earth's atmosphere has all but disappeared – filled to breaking point with noxious substances. Normal outdoor sports have ceased to exist, so a new type of sport has been invented: *Speedball*.

The game takes place in a fully contained metal arena with a goal at either end. There are two teams of five players, the idea being to score as many goals as possible in the allotted time. You play the part of one of the team captains, choosing to play in a solo league, knockout championship or against another player.

Normal ball-sport rules don't apply any more. Tubbing the opposition is the only thing that counts, so you must win by thumping, tripping and fighting your way into the lead. The game



▲ The team captains indulge in the traditional ritual of pseudo- grinning and groin-scratching

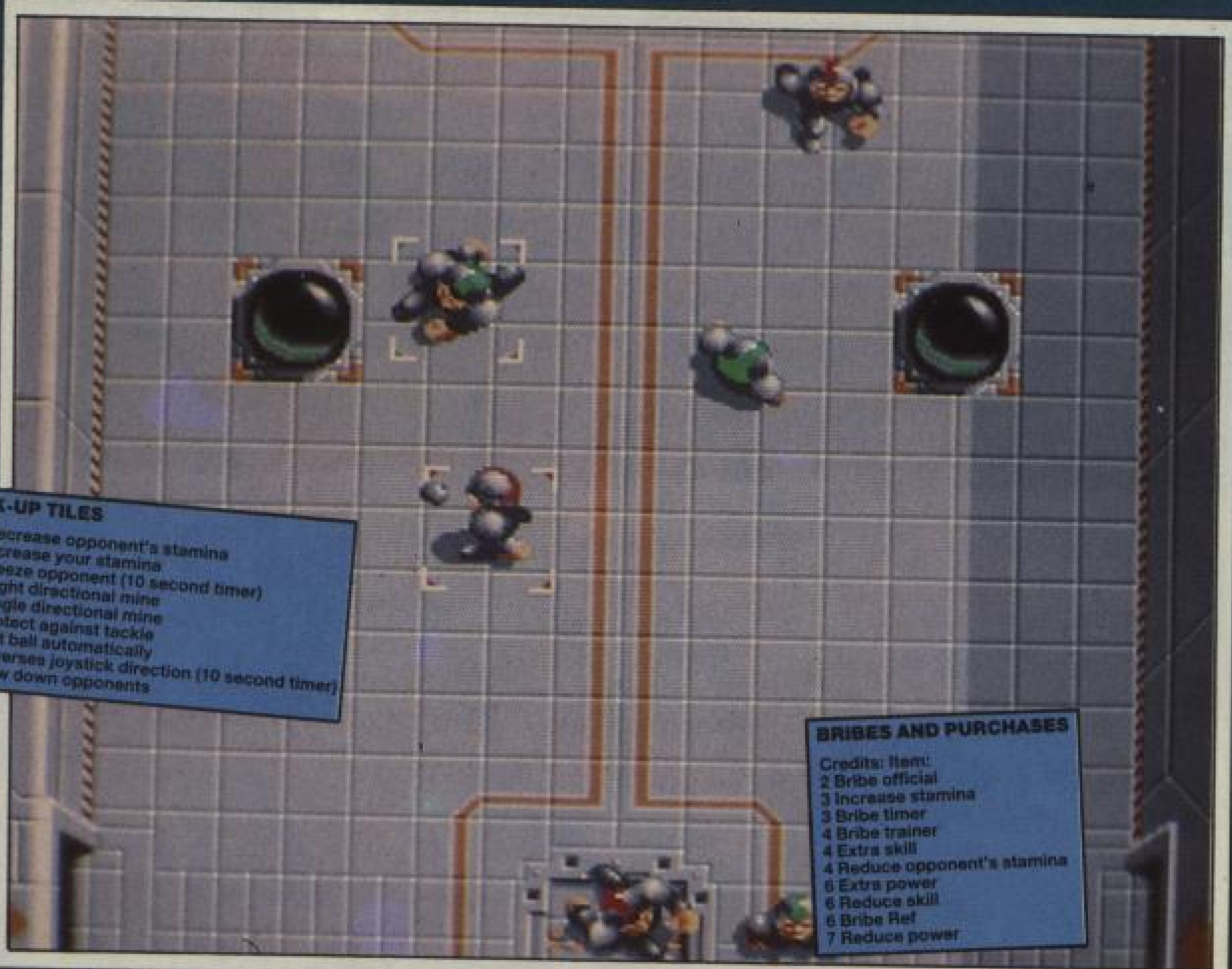


If you're a regular ZZAP! reader, you may remember that I was particularly looking forward to this, being a fan of the Bitmap Brothers' last masterpiece, saying 'Let's hope it's as good as Xenon**, Guys'. Well I'm glad to say that it's every bit as good and then some. The graphics put their last game to shame, looking about as solid as the Amiga will allow. I was amazed when I saw the opening sequence with the player tapping his leg, complete with a metallic *clunk*. The game itself is incredibly playable, more so than any other computer ball-sport – even** International Basketball **– and from me that's saying something!**

By the looks of things, the Bitmap Brothers are becoming a force to be reckoned with, what with Xenon **already under their belts and now this!** Speedball **is brilliant – superb graphics, excellent gameplay and wonderful presentation. What more could you ask? Let's start with the visuals . . . well, Bitmap certainly know how to program graphics, that's for sure! Everything looks as if you could reach into the screen and touch it. Playing the game is as much of a joy as looking at the graphics. The action is fast and competitive and will keep sports fans playing for a long time: what I really liked was the fact that there are no real rules – you can bribe people for extra time or to change the result, or you can simply punch somebody in the gob to get the ball off them! No questions – just buy it!**

creators and judges felt that this itself wouldn't attract huge crowds, so they added extra excitement in the form of pick-ups, which affect the players in certain ways (see TILES box).

Since work is scarce, people will get hold of money any way they can. This includes *Speedball* judges and officials, who will accept bribes in exchange for dirty tricks (see BRIBES box), so the result at the end of a match can change, too . . .



PICK-UP TILES

D – Decrease opponent's stamina
S – Increase your stamina
F – Freeze opponent (10 second timer)
M – Eight directional mine
E – Single directional mine
P – Protect against tackle
G – Get ball automatically
J – Reverses joystick direction (10 second timer)
? – Slow down opponents

BRIBES AND PURCHASES

Credits: Item:
2 Bribe official
3 Increase stamina
3 Bribe timer
4 Bribe trainer
4 Extra skill
4 Reduce opponent's stamina
6 Extra power
6 Reduce skill
6 Bribe Ref
7 Reduce power

▲ Breaking teeth, smashing heads, eating beef, come on the reds! Er . . . yeah

PRESENTATION 96%
Comprehensive league and knockout rules, brilliant intermissions and menu screens and *loads* more!

GRAPHICS 95%
Superbly designed and animated with smooth, full-screen scrolling.

SOUND 89%
Good effects and a decent tune, which is slightly repetitive.

HOOKABILITY 94%
Great fun from the word go. It really brings out the worst in some people . . . *(ie, Maff).*

LASTABILITY 90%
Enough included to keep you playing for ages.

OVERALL 91%
The best futuresport we've seen on the Amiga.

PacMania

Grandslam, £19.95 disk

●The definitive dot-muncher gets a new lease of life

Allow yourself, for a moment, to think back to a time when video games were still a fairly new concept. What are the games that you always remember from years ago? *Space Invaders*? *Scramble*? *Defender*? Always firm favourites. But there is another one, isn't there? Yes, that's it – *PacMan*! One of the most successful games ever and certainly *the* most successful maze game ever.

If you thought that you'd seen the last of this little hero then you'd be sadly mistaken. *PacMan* has spawned a whole series of spinoff games, such as *Miss PacMan*, *Baby PacMan*, *PacMan Pinball* and more recently, *Pacland*.

Now we have another spinoff, but with a slight difference. Instead of progressing into new scenarios – as in *Pacland* – *Pacmania* reverts to the more traditional 'run around the maze eating dots' format. The difference is that the new game takes place in a 3D forced-perspective environment, taking Pac into four different worlds: Block Town, PacMan's Park, Sandbox Land and Jungly steps – each depicted in their own relevant, fab 'n' triff graphic style. PacMan has the usual ghostly enemies pursuing him around the mazes – and one touch means the loss of one of his lives. Uuurgh!

However, as well as the normal power pills which enable PacMan to chase and eat ghosts for a limited time, he can now foil the evil spectres by swiftly leaping over their heads – leaving them to wander off in the wrong direction. But beware! On later levels some of the ghosts can jump, too!

Other additions include 'Snack' bonuses (like the fruit in the origi-



▲ A life as a bouncing spheroid-thingy is the only life for me . . .

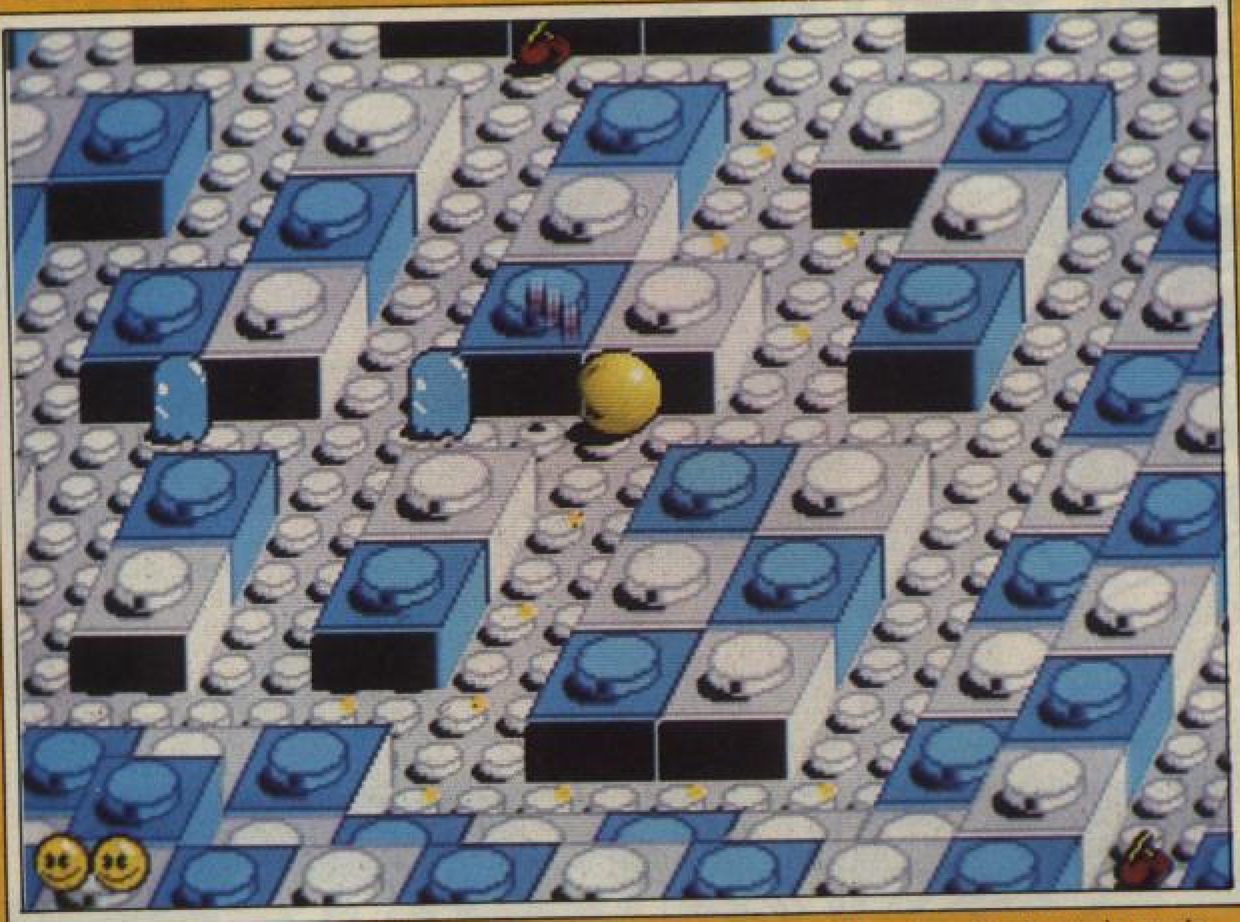
- **A Dot** – eat them all to clear a stage
- **Power Pill** – eat this to catch the ghosts
- **Snack Bonus** – gives extra points
- **Speed Pill (green)** – gives a limited burst of speed
- **Super Power Pill (red)** – acts as a Power Pill but gives more points when ghosts are caught



Isn't it amazing what a quick graphical brush up can do for a game? I mean, who'd have thought that PacMan could make such a wonderful re-emergence in 1988? Mind you, I did think that the original was great at the time and played for hours on end, so the arcade release of Pacmania came as a welcome surprise. Now all I had to hope for was a decent conversion . . . Well now it has arrived. The Amiga incarnation of Pacmania is brilliant! The graphics are magnificent, with ultra-smooth full-screen scrolling, with *loads* of colour (I'm told that there are 32 shades of yellow on the PacMan alone!). If you liked the arcade game then you'll like this. Well if you've got *any* sense at all, you'll buy this as soon as possible! It's the best arcade conversion I've seen so far.

▼ Smile! You're on Cameron's camera!





▲ Guzzle, guzzle, guzzle, guzzle . . . What next? I know! . . . Guzzle, guzzle, guzzle . . .

nal game) and extra performance pills (see box).

If you play well enough, then bonus lives are awarded on reaching every 100,000 points, and completing all the worlds means that you have to play through them again but with much more nasty ghosts to contend with.



Aren't Amigas fab 'n' triff? I mean you can get really nice graphics, really nice sound and games virtually identical to their arcade counterparts. Pacmania is a case in point. It's almost exactly like the arcade version! The visual effects are completely brill, looking more like plastic toys than video graphics – and what's more the *whole screen* is used for scrolling – a method unfortunately not used on most games. The sound is equally impressive, using a whole range of familiar arcade-like sounds to capture just the right coin-op atmosphere. My only qualm is that there are only four levels, and dedicated gamers may soon bore of the action – I may be dedicated, but I love cute games, and they don't come much cuter than this! If you can live with the lack of levels and you want a top class conversion to boot, buy Pacmania.



Is this an arcade machine I see before – aargh, what's happened, I can't tell the difference between computers and coin-ops any more! Well, actually, I can – you stand up to play the Pacmania coin-op but you can sit down to play the Amiga version . See. We reviewers aren't total idiots, you know. Anyway, I haven't seen a conversion as ace as this ooh, ever since Bubble Bobble. The graphics and sound are brilliant – for only 20 quid you can have full-screen scrolling, loads of colour and some of the best and most faithful arcade quality sounds around – and on top of this you've got superb gameplay! Even more rabid with the desire to play than *I* was, Paul, Maff and Gordo threatened to throw me out of the window unless I let them have a go. Let them throw me out, then – I'm going back to the Amiga!



PRESENTATION 84%
Select levels and a high score table. In other words – standard arcade presentation.

GRAPHICS 97%
Fast, smooth and *very* colourful. Oh, and amazingly cute!

SOUND 90%
Blippy-blop tunes and effects brilliantly capturing the spirit of the arcade original.

HOOKABILITY 96%
Instantly playable and dead addictive.

LASTABILITY 89%
Only four worlds, but it should keep you playing for ages and ages.

OVERALL 93%
An extremely accurate and incredibly playable conversion. Buy it!

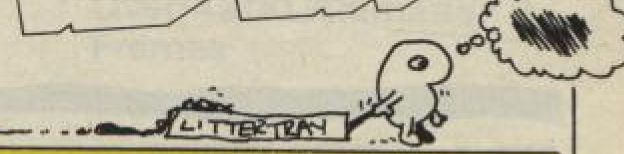
BIG FAT HAIRY FAX

Garfield is a fat, orange, striped, lazy cat. He lives in a house with his owner Jon Arbuckle, his friend Odie the dog and occasionally his relative, Nermal, 'the cutest kitten in the world'. He likes nothing more than sleeping . . . well, actually that's a lie. He likes *eating* more than sleeping, and his favourite foods are pasta-based dishes, particularly lasagne – but he isn't averse to eating the odd fern of Jon's every now and then (not while Jon's looking of course!).

Odie the dog often ends up as the butt of most of his jokes: bursting balloons or giving him rubber bones, and dealing him the odd punt when the mood takes him. Jon, too, has his share of problems with the cat-hero – Garfield manages to run up huge credit-card bills and ruins his chances with girls.

However, the big G does have a girlfriend of his own, named Arlene, who doesn't have the greatest respect for him (is it any wonder?) – but who can help loving him in some way or other . . .





Jim Davis' humour in the Garfield cartoons appeals to me immensely and I still take great enjoyment in reading the cartoons, so I was naturally pleased when The Edge decided to programme an Amiga version. That way the machine's graphic capabilities could be used to create an entertaining and amusing game. Now that the game has arrived, I'm glad to see that the graphics *are* very good, capturing much of the feel of the original drawings. However, much to my disappointment, the actual gameplay is awful. Everything happens so slowly (not that there's much to happen in the first place), and the puzzles take too much walking around and not enough involvement to be challenging. If you either like Garfield or arcade adventures, then steer clear of this. As the packaging says: 'Big, fat, hairy deal!'



Don't pay any attention to Maff – Garfield isn't *that* bad. OK, the gameplay doesn't zip along at an incredible rate but I don't think it's really slow enough to put you off completely either. It *is* a bit harder than the 64 version, though. One particular puzzle (using the torch underground *and* picking another object up) had me completely stumped and I still haven't managed to figure it out. Still – the graphics are absolutely brill and there's plenty of wild an wacky fun to be had just wandering around, kicking Odie (you should see Garfield's expression when he manages that), scoffing pizzas and generally behaving like a great big hairy cat called Gordo. No, Garfield. You might not find the arcade puzzles all that satisfying but just for the pleasure of starring in your own cartoon it's got to be worth a second look.

Garfield

"BIG, FAT, HAIRY DEAL"

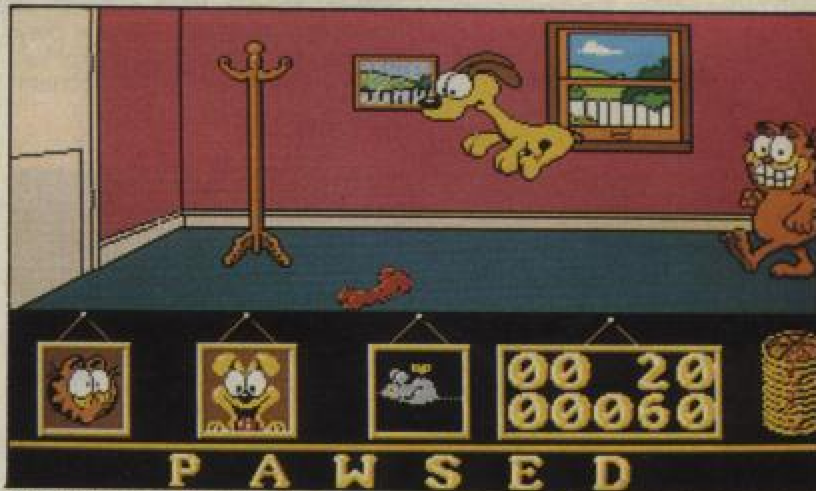
The Edge, £19.99 disk

Garfield hates Mondays. It's Monday today and that means that something bad is bound to happen. A howled message from another member of the local cat community floats in through the window: 'Garfield! Arlene's been taken to the city pound!'

Monday strikes again!

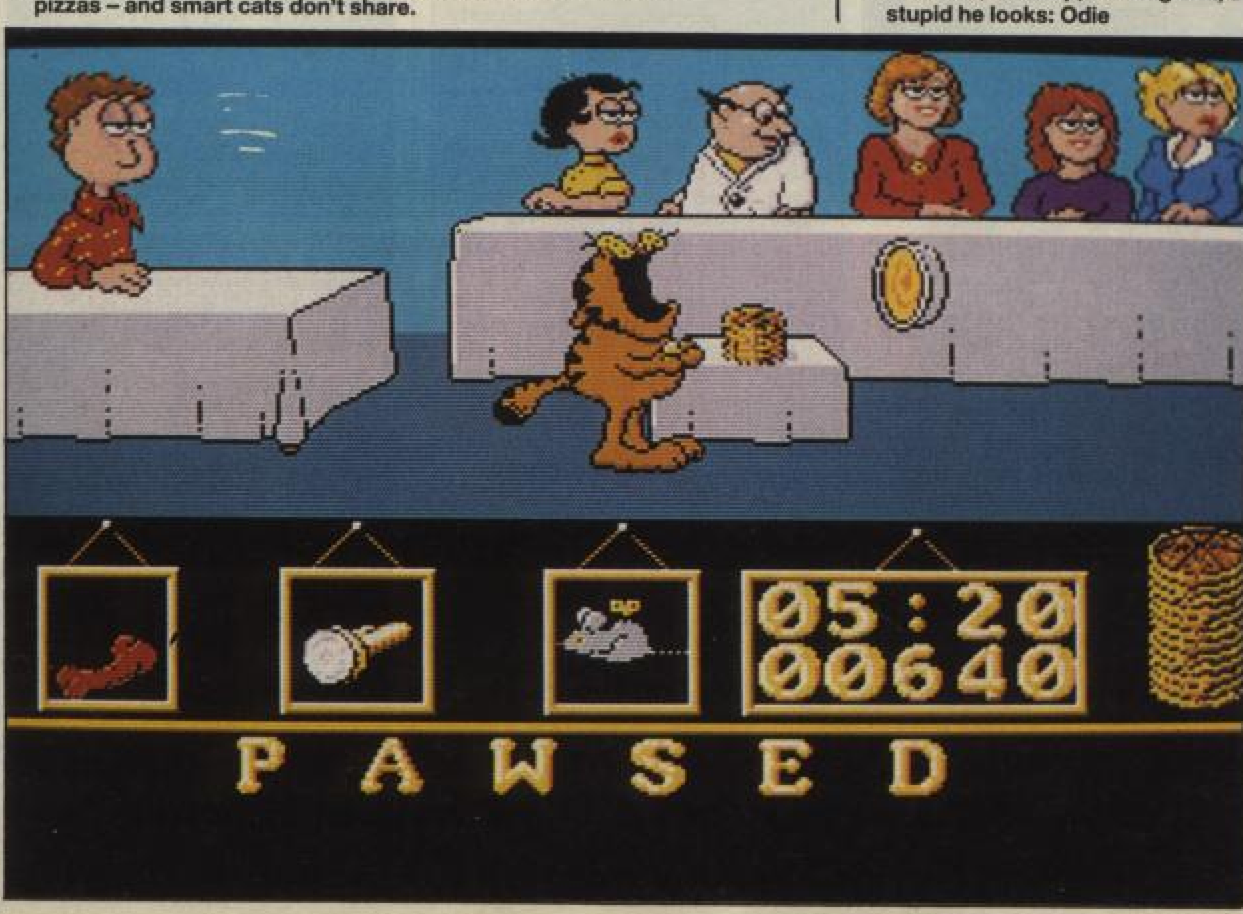
'Ho-hum,' thinks Garfield, 'I suppose I'd better go to the rescue.' So, summoning up all his (meagre) strength, he sets off to find a way to get his girlfriend released.

On the way, there are a number of 'puzzles' that he needs to complete, starting with how to get Odie to follow him and open the door, allowing him to get out to the rest of the town and continue his quest. His journey will take him through all sorts of locations, including the park, sewers, shops and finally the city pound. And when he's freed Arlene, he can live lazily ever after.



▲ Carefree, madcap, trusting and, as ever, totally oblivious to how stupid he looks: Odie

▼ Garfield is starting to panic. He's heard that Gordon's got the pizzas – and smart cats don't share.



PRESENTATION 59%
Very few options, no front end but adequate in-game appearance.

GRAPHICS 92%
Colourful and relevant backdrops with wonderfully drawn and animated sprites.

SOUND 51%
Poor tune and weak spot effects.

HOOKABILITY 87%
It's great fun watching the cartoon characters running about the place at first . . .

LASTABILITY 55%
. . . but it soon becomes obvious that there isn't a great deal of game in there.

OVERALL 60%
A beautifully illustrated but slightly disappointing arcade adventure.

BATTLE CHESS

Electronic Arts, £24.95 disk

Many years ago, in a land far away, a great battle raged. Two great kingdoms clashed on their borders, trying to expand their own lands. Many losses were incurred by both sides. One day, one of the magicians of the land came up with a solution – one last battle to decide the ultimate ruler.

Representatives of both kingdoms were summoned to the final battleground. Both armies consisted of the king and queen themselves, two bishops, two knights, two guardian rooks and eight pawns. As the two sides faced each other across the misty plain, a crack of thunder sounded, followed by the mysterious appearance of a great chequered board.

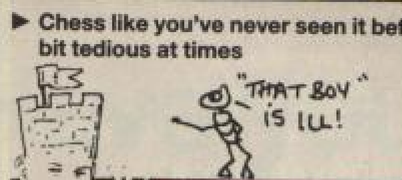
The sound of the magician's voice echoed about the warriors: 'The final battle will be in the form of a chess game. All battles are to the death using any powers at your command. The death of a king decides the outcome.'

The Red King decided the first move. With a clank of armour his warrior stepped forward . . .

Interplay's version of chess plays according to the standard rules of the game (forcing moves, en passant and castling) plus a wide range of additional options. These allow you to choose between a 'traditional' 2D or a 3D board (with cartoon animations), set up boards to play historic chess games, choose from a range of opening positions, and play against the computer at one of ten levels, against a human opponent or even via a modem.



▶ Chess like you've never seen it before – only thing is, it *can* be a bit tedious at times



Until I loaded this program, I hadn't played chess for years and I must say that this is a hell of a way to get back into the game! I reckon that even non-chess players will manage to get involved due to the incredible entertainment factor involved. The 3D graphics have to be seen to be believed! Static screens don't do the game any justice at all, since the graphics really come into their own in the animated battle sequences. Some of them are really funny (if a little gory). Even hardened chess players will find a great deal of challenge, as there are a lot of progressively harder levels to battle through (I can't even beat level one!). If you like chess, or even just like being entertained, then Battle Chess **is definitely for you!**



I think the best way to start this comment is to get right to the point: Battle Chess **is dead good. There, I've said it. Now, what makes it dead good? Well, the obvious thing is the graphics. They're incredible! The definition on all the characters is outstanding and is only matched by the wonderful animation. Some of the battle sequences are very Python-esque (especially the dismemberment scene from** The Holy Grail**) and caused a great deal of merriment when the ZZAP! team first saw them. But, you might think, won't they get a bit boring after a while? Well, maybe – but if you don't want to watch the full-length animated version, you can always switch to the faster 2D option, which is still a good chess game in its own right. I think it's the best chess game available at the moment. Try it and see for yourself.**







You might not think that watching Maff's rook take Gordo's pawn would be one of the funniest things to happen in ZZAP! Towers over the last few weeks – but, as usual, you'd be absolutely wrong. Not that I can blame you – I mean, the last thing you expect a chess program to be is funny. You can't really see very well in a still screenshot but this one definitely is – in fact, I had to tape my sides up with sellotape to hide the split (ho, ho). Let's face it, the main reason most people buy a computerised version of chess is because they can't always find someone to play with them when they want. Which means that the computer has to take over all those entertaining little things that your sister or your mate tends to do. It can't scratch its head or try to put you off by laughing at you, but it can do other things to cheer you up and Electronic Arts have made the most of that. This way you don't just get a really strong challenge (ten difficulty levels must be enough!) – you have a really good time as well!

▼ Still, there's plenty of options (yyyawn)



PRESENTATION 94%
Loads of options and brilliant battle sequences make it a marvel to see.

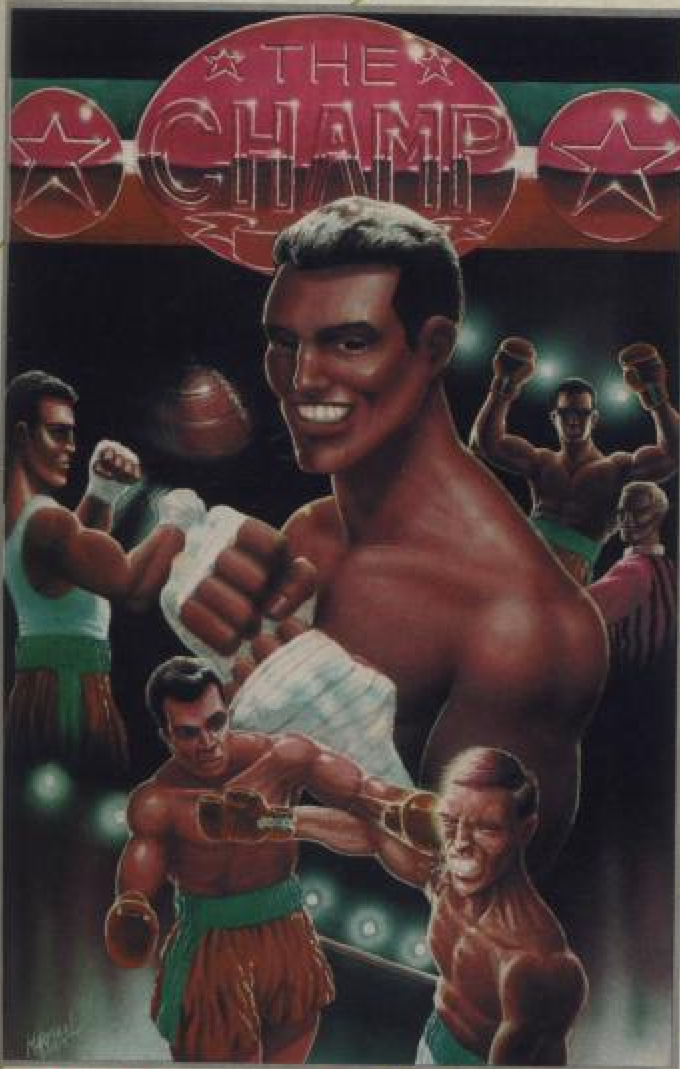
GRAPHICS 96%
Incredible use of colour, brilliant definition and amazing animation. What else can we say?

SOUND 70%
Not a great deal, but what there is is sampled and of a very high quality.

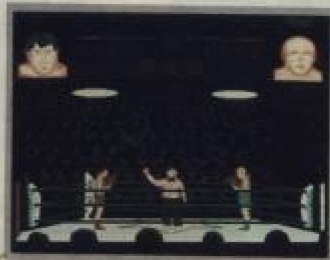
HOOKABILITY 91%
Easier to get into than standard chess games due to the great entertainment value.

LASTABILITY 83%
May become boring (as chess programs sometimes do) but if you're a chess fan you won't look back.

OVERALL 85%
An astounding piece of entertainment software and a cracking good chess game to boot.









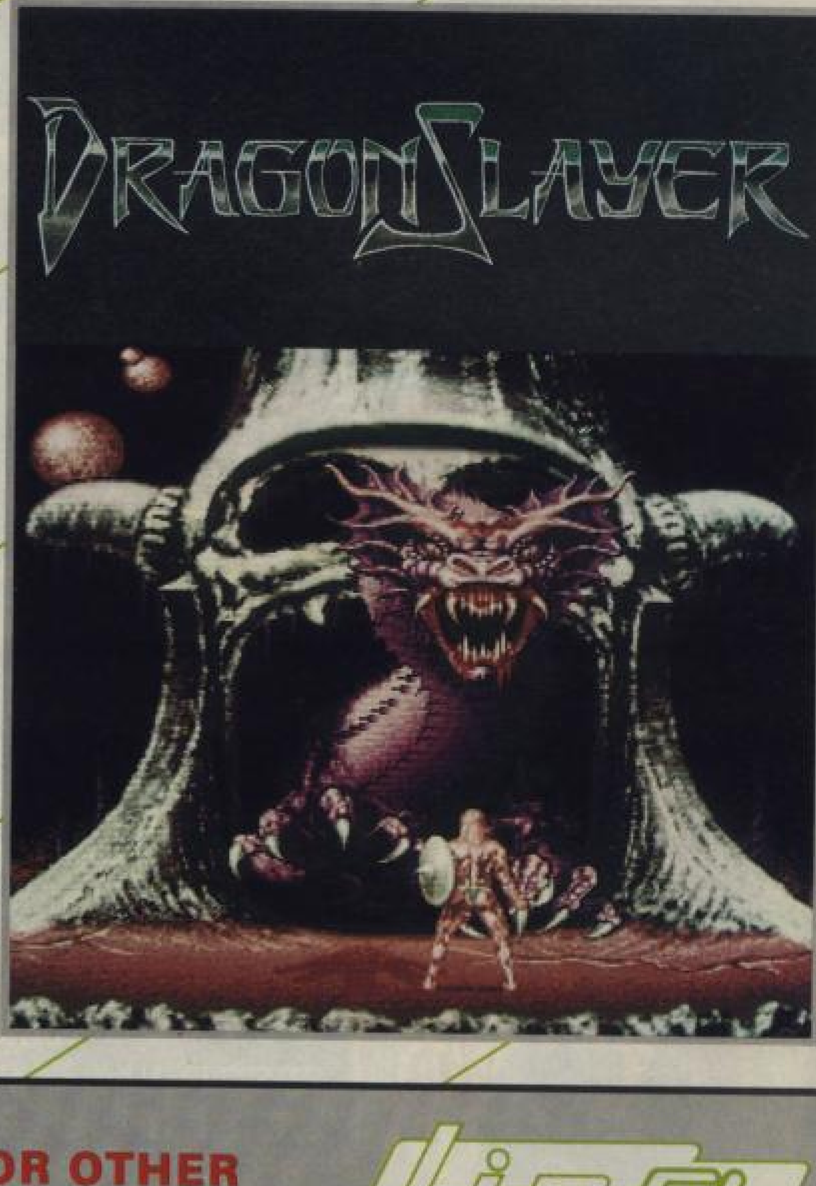
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POW



POW is very much in the style of *Operation Wolf*, but that's no criticism because it works really well. Impressive graphics make it a joy to look at and the effectively sampled sound add to the great playability. But (and this is a BIG BUT) it costs £30 and that's just too much for a simple arcade-type game like this. If it were nearer half this price, it would have been great, but at this price I'm just not sure it's worth it. A pity really, because what's there is really good fun to play – especially when you shoot a dog!

Actionware, £29.95 disk

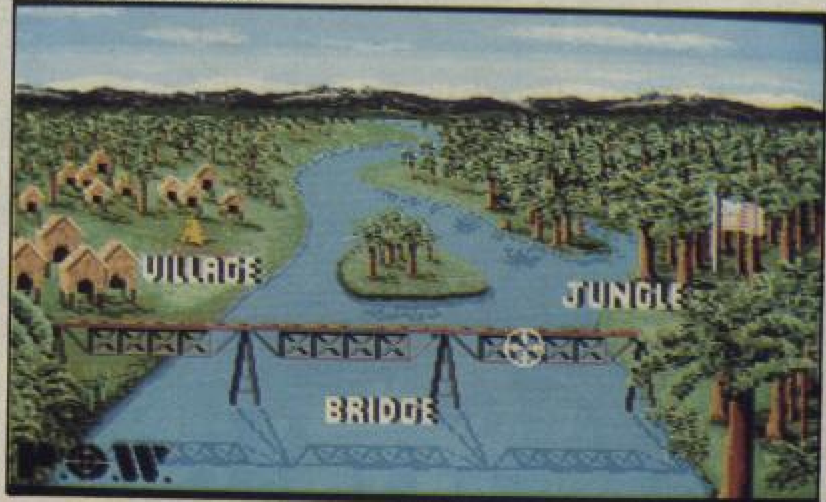
Years ago, American troops went far afield into enemy territories, fighting for peace, justice and the American way. At the end of the conflict, a number of soldiers were left behind, held captive by the enemy troops. You are a soldier with a conscience and find it impossible to leave fellow countrymen prisoner in a foreign land. The only course of action is to go and bring them home yourself.



When a new style video game appears, it's only a matter of time before the clones start to appear. POW has taken the basic *Operation Wolf* format and built a rather good game around it. The graphics are excellent and the high-quality sampled sound is very atmospheric. It's one of those games that you can get into straight away – blasting away at everything that moves – and it's great for getting rid of the day's tension. The only problem is the price. I mean, £30? Come *on*! Still, if you love this type of game you could do worse than have a look.

After a short boot-camp training programme, you set off to the rescue. With your M14, a rocket launcher and minimal backup, you are dropped deep into enemy holding. You must blast your way through to the base where the prisoners are being held. Can you escape to the beach and fend off the enemy until your rescue ship arrives?

▼ Choose your destination wisely – one wrong move and you'll need a new pair of trousers



PRESENTATION 82%
Nice intro pieces, two-player game and a generally glossy feel.

GRAPHICS 93%
Very effective sprites and equally impressive backdrops.

SOUND 88%
Clear and appropriate samples add lots of atmosphere.

HOOKABILITY 91%
Instantly fun to play due to the simple blasting action.

LASTABILITY 78%
Not a great deal to do, but it's still great fun doing it.

OVERALL 69%
A very good game which is just far too expensive.

CAPONE

Actionware, £29.95 disk

Back in 1920s Chicago things were really bad! Gangsters roamed the streets pumping lead into everyone – other gang members, innocent citizens, okapis, even undercover police officers like you. Shocking, eh?

Well, now it's time to strike back.



▲ OK, Mugsy, you take da left hand side an' I'll go straight for da middle

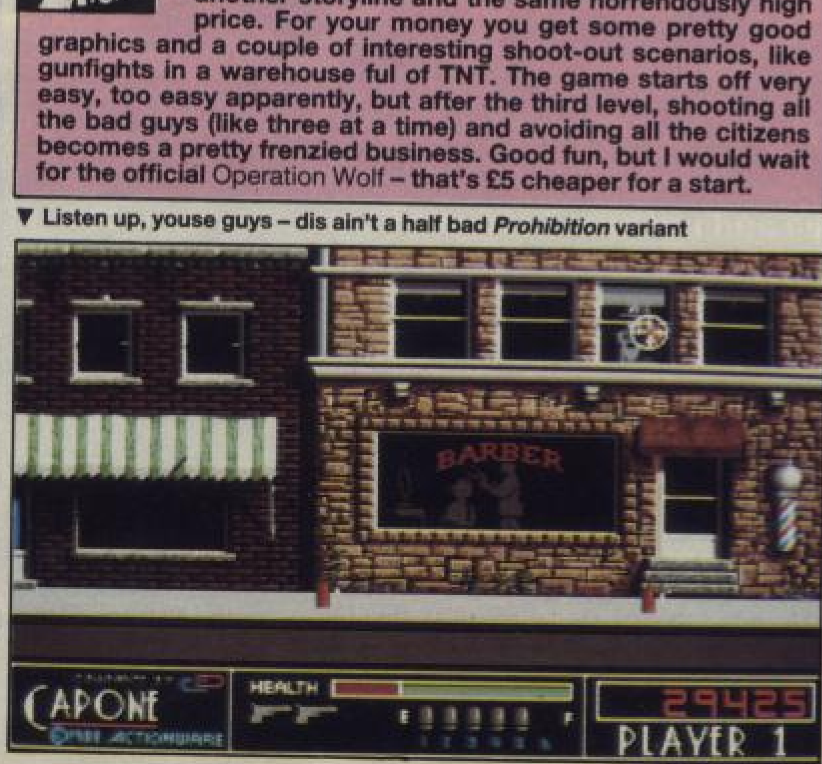


Actionware seem to be on to a winner here! Just program a good *Operation Wolf* type game, then change the graphics around and release it with another storyline and the same horrendously high price. For your money you get some pretty good graphics and a couple of interesting shoot-out scenarios, like gunfights in a warehouse ful of TNT. The game starts off very easy, too easy apparently, but after the third level, shooting all the bad guys (like three at a time) and avoiding all the citizens becomes a pretty frenzied business. Good fun, but I would wait for the official *Operation Wolf* – that's £5 cheaper for a start.



Of Actionware's two *Operation Wolf* clones, I have to say I prefer POW because it has that bit more variety than Capone. Wandering around blasting hell out of everything is good, reflex-testing fun, but once you've seen one street you've seen 'em all, and the odd indoor gunfight doesn't really make up for that. In the end, though, if I had thirty quid to spend on a game I would expect to get software with a lot more to it than this. Only for those with loadsa money.

▼ Listen up, youse guys – dis ain't a half bad *Prohibition* variant



So whip out your six-shooter, stroll down the street and watch the windows for gunmen pointing their machine guns at you. Aim your own shooter with a mouse-controlled cross-hair, then pull the trigger and they'll go down in a pool of blood.

Not everyone on the street is a homicidal maniac, so don't shoot any innocent passers-by or you'll lose points or a life. Easy.

PRESENTATION 76%
Three difficulty levels, one or two player games and facilities to use Actionware Light Guns.

GRAPHICS 77%
Very interesting backgrounds and sprites, but gangster animation isn't as good as it could be.

SOUND 55%
Sampled gunshot and ricochet sounds and an average version of Scott Joplin's *Maple Leaf Rag*.

HOOKABILITY 79%
Simple shooting action is very easy to get into and the action gets very fast on the higher levels.

LASTABILITY 63%
Quite a few different scenarios, but not really enough to justify the high price tag.

OVERALL 63%
Good, but very expensive target-shooting game.

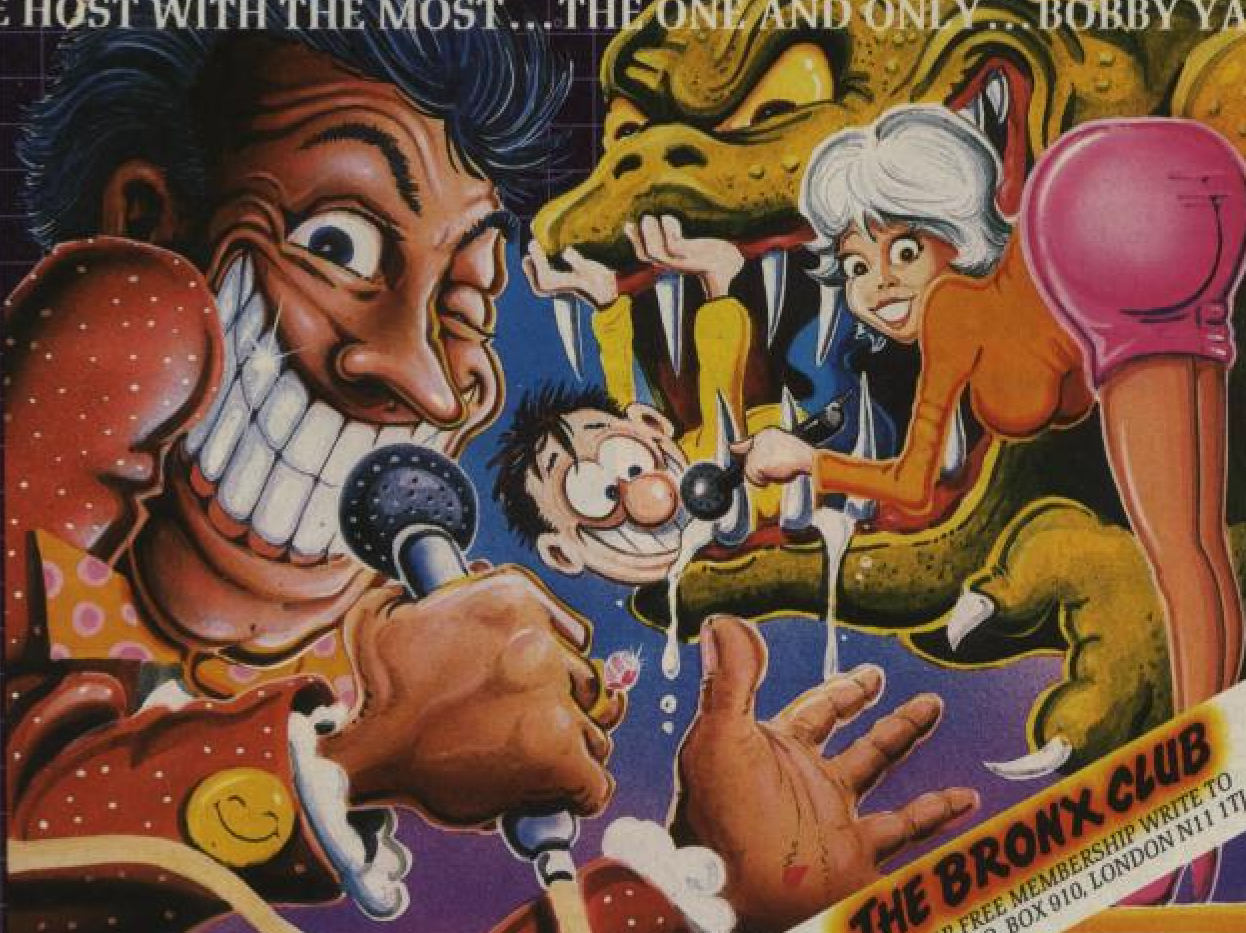
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BOMBUZAL

SIZZLER

Imageworks, £19.99 disk

●Mirrosoft's cute 'n' cuddly bomb-detonating hero is just as fab as he was on the 64 . . .

And you think *you've* got a hard life! It's not all plain sailing being the cutey star of an abstract puzzle game either, you know. I mean – how would you like being green and round with a big black shiny nose? Sounds pretty bad already and that's only the half of it.

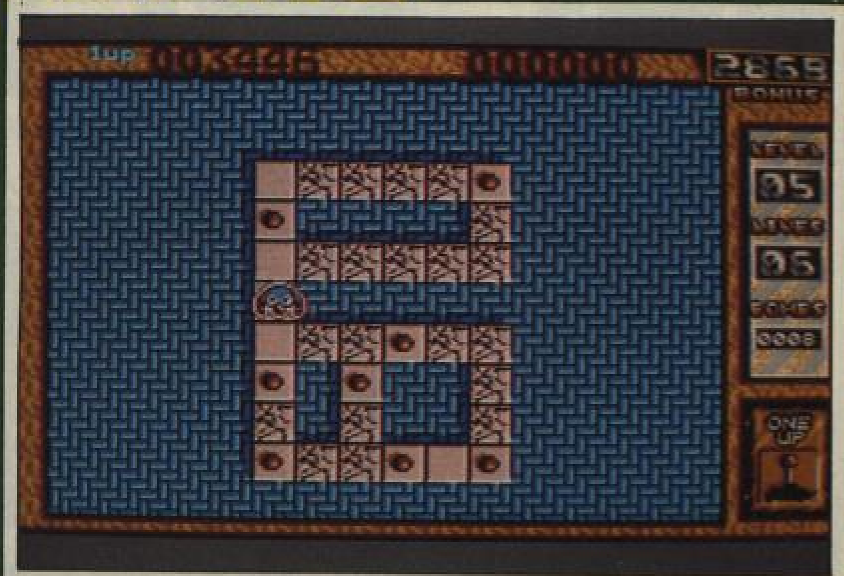
Bombuzal (he hasn't really got a proper name either, but we'll call him that) has to cope with all those things *and* put his life into the hands of some greasy teenager every time the person who owns his game decides to have a go. Aaah, what a shame!

You see, Bombuzal lives in a world made up of loads of platforms and inhabited by nobody at all except himself. Sounds like the recipe for a pretty quiet life but there's just one thing we haven't mentioned yet – bombs. Aargh! Shock! Horror! Ooh!

Yup, Bombuzal falls over them when he gets up and stumbles back to sleep surrounded by them when he goes to bed. He eats, breathes and drinks bombs – and when he's not surrounded by them he blows them up.

And this blowing up bombs business is a whole lot trickier than it looks. For a start, they come in three different sizes and, even worse, they're all on different sorts of platforms. Oh yeah – and the squares that make up these platforms do all sorts of really weird things: some are made of ice, some dissolve when you step on them, others teleport or shoot you sliding off in a totally unexpected directions and we've only mentioned a few!

The whole thing is made even more complicated by the fact that bombs exploding next to each other can cause massive chain reactions though you can sometimes move them around to avoid this using special tracks in the ground. Explode all the bombs *and* make sure that the square Bombuzal is standing on doesn't get blown up as well and you're pretty clever. Fail and er . . . well . . . you're not really, are you?



▲ The aerial view – how nice!

Yeeha! Well, I did a jig last month to celebrate the arrival of the 64 version of Bombuzal so I reckon I'll try belly-dancing for the Amiga one. Er . . . on second thoughts maybe I won't. Who cares anyway when the whole thing has got more playability than you could stuff a great steaming Thanksgiving turkey with? In fact, it'll probably last you till Thanksgiving (that's next November, dummy) because you can bet your grandmother's prize marrow, you won't get through all *these* screens in a hurry. Unless you can't stand the sight of a really excellent puzzle game (in which case what *are* you doing reading this – go back to miseryland) raid your piggy-bank and get a load of this.



I may be fat but I know a good game when I see one and Bombuzal is ooh everso fab 'n triff. It's got all the incredibly addictive meplay of the 64 version (120 levels, really fiendish screen layouts and loadsa variety) plus a whole bunch of top-quality Amiga graphics as well. I mean, when it comes to cutey factor, Bombuzal putting his hands up to his ears to protect them from the sound of the explosions definitely takes the biscuit (Hob Nobs, please). They could have made a tad-ette more of the sound, though, and the scrolling is a teensy weensy bit jerky so the game doesn't quite exploit the machine's potential to the extent that the Gold Medal 64 version did. But what are we complaining about – a game as good as this doesn't often come out for £19.99.



There's no box this month to tell you about all the different tiles because we had a very nice and shiny one in the Christmas issue. Anyone who wants to know more should look at last month's 64 *Bombuzal* review.

PRESENTATION 93%
Two different perspectives, password system, two-player game, continue play, and option to use joystick or mouse.

GRAPHICS 89%
Cute, cartoony sprites and backdrops but the scrolling is just a touch jerky.

SOUND 80%
Boppy front-end tune tune and realistic bomb effects – but no in-game music.

HOOKABILITY 97%
Simple enough at first to grab you by the scruff of the neck.

LASTABILITY 98%
120 levels should keep you exploding bombs and Bombuzals for ages and ages.

OVERALL 92%
One of the cutest, cuddliest puzzle games ever.

▼ Our bug-eyed hero bumbles boldly on – bemused, bamboozled and confusled (well you think of something to rhyme with bamboozled then)



16-BIT

NETHERWORLD

Hewson, £19.95 disk

During a long space journey in your wheel-shaped craft, you hit an anomaly in the space-time continuum which threw you into the mythical *Netherworld.*



When Netherworld **arrived in the office earlier this week I was chomping on a bacon butty and feeling down, but aye, man, did this great release cheer up yours truly or wot? I loved the 64 version when that emerged, but Hewson have used the Amiga's capabilities well and have produced a neat little shoot and collect game. The graphics capacity has been utilised effectively, creating an eerie atmosphere that has you spellbound as you fly around death mask skulls and impressive looking dragons. The only real drawback in it was the lack of sound. Who wants a gorgeous looking game but only average sound when we all know that the Amiga sound chip's power is good enough to get even Maff dribbling *(Ooo! Err!! – Kati).* But don't let that put you off;** Netherworld **is a game to look out for.**

The inhabitants are a strange race of mysterious creatures, ranging from small, spinning cubes to bubble-spitting dragons. Initially terrified and confused by these strange apparitions, you fled deep into the heart of the realm until you found a relatively quiet piece of space. After regaining your breath, you resigned yourself to the fact that you must fight your way back through the difficult areas you have witnessed before you can hope to escape back to real space.

Due to the supernatural properties of the universe you now occupy, the only way to leave a particular zone is to collect and process enough diamond-shaped crystals. Your on-board computer tells you how many crystals you need to find before escaping through a circular teleport. If you use a teleport before collecting the requisite number of gems, you will be moved to another area of the zone.

On escaping a zone you get the chance to pit your wits against one of the Netherworld puzzles, in which you must move rocks to deflect a spark into a 'magic block' which will turn into crystals.

Additional items may be picked up in the 12 zones to aid you in your escape, such as shields, wall breakers and dragon killers.

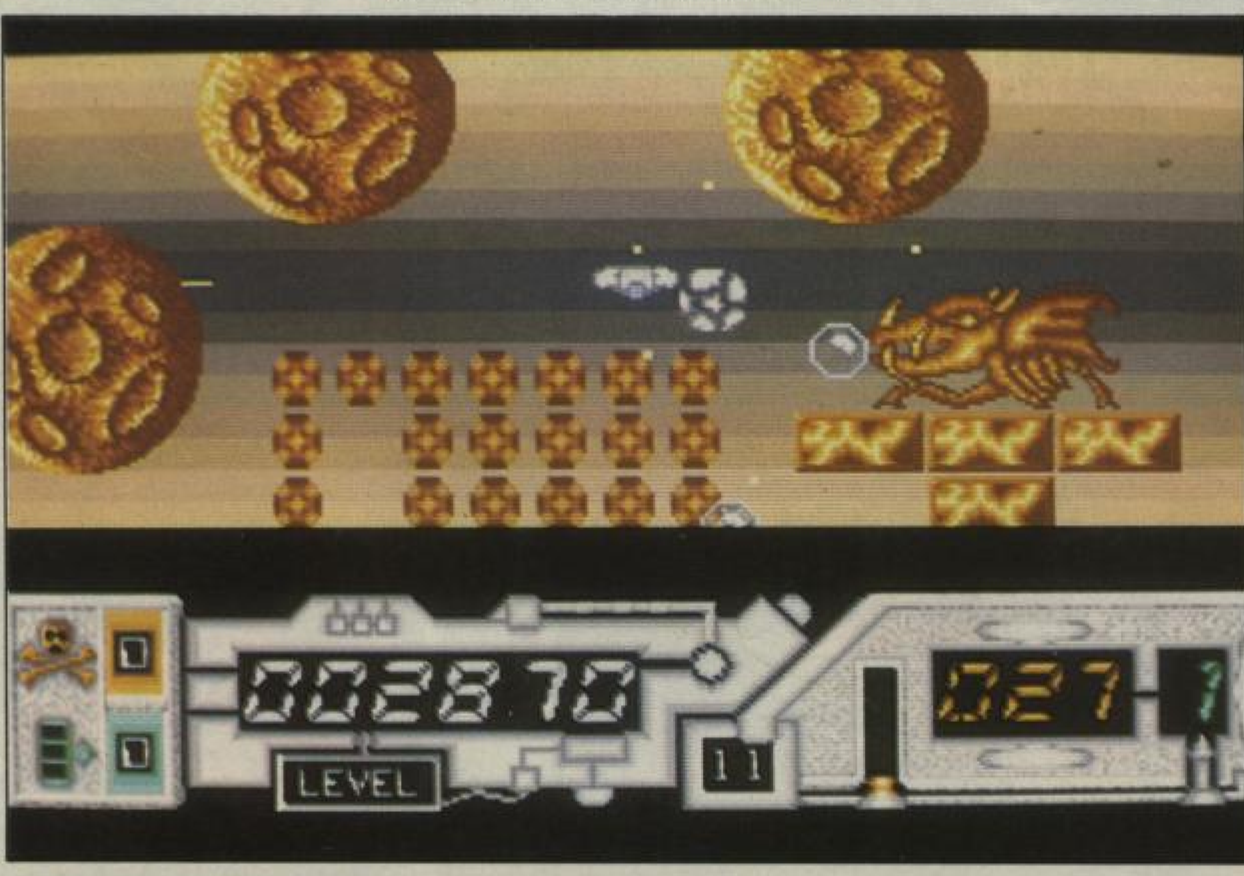
▼ **Dare you enter the nether regions of the . . . er . . . netherworld?**



▲ **Look out! Ha ha – fooled you . . . Dum de dum . . . Look – are you going to stop reading this caption or what? All right, if you won't stop reading, I'm off!**



The 64 version of Netherworld **arrived just after the disappointing** Marauder **affair in Hewson's history, managing to redeem the company's name with a strange but enjoyable blasting game. Now, I'm often described by certain large editors (no names) as 'an Amiga snob' so I was pleased to see the 16-bit version of** Netherworld **appear. So, what's it like? Well, I can relax now . . . it's very good! The graphics use some very nice shading techniques to give a feeling of 'infinite' space behind the scenery, and the scrolling is very smooth indeed. The gameplay is every bit as good as the 64 version and I can see myself playing it for a good while into the future. The only thing that I'm slightly disappointed in is the sound. Where's the thunderous guitar samples that were heard on the 64? I mean, the Amiga can do this kind of thing a lot better.**



PRESENTATION 86%
Nice status panel, impressive name-entering system and generally well thought out appearance.

GRAPHICS 91%
Well drawn levels and nasties with good use of colour and smooth, fast scrolling.

SOUND 81%
Good clangs, crashes and bangs in the game itself, but the title music is rather disappointing.

HOOKABILITY 82%
The ship's momentum seems a bit severe at first, but the gratuitous blasting action is rather satisfying.

LASTABILITY 84%
12 progressively harder levels should keep ardent blastabout fans happy for a few weeks.

OVERALL 83%
A strange collect and shoot 'em up game which will appeal to those who give it a chance.

THE Thalamus Star

January 1989 **FREE**

WEATHER

- Earth will lie hard as iron, water like a stone.
- Snow will fall, snow on snow, snow on snow on snow.
- Clearing up by midnight.
- Outlook: bleak.

PHEW . . . WOTTA TORTURE!

The Editor remembers 1988

A LOT of readersh have shaid '1988? it was a piece of cake' but pershonally I don't thsink tshis ish quite right. I mean, what sort of ckae?

Victoria SPONGE? Yadhtrib cake? 1988 wash a year in itsh own right, witsh 12 months, lotsh of days and quite a few nightsh too.

But thsis time lasht year, if shomeone had shaid thsat I would get paid for writing a load of **DRIVEL** every month, I would have shaid 'It wouldn't shurprise me!'. And yet here I am.

1988 hash been the year of SHALAMUSH, what with *Hunter's Moon*, *Hawkeye* and now *Armalyte*. And we hash been here reporting the shtories as shey happen.

Shtay tuned to the univershe'sh best read for yet more hexclushive talesh! Still to come: myshtery Sharla goes missing! Boys Without Brains are Pandash! The Amiga runs on scrambled eggsh in Hell! And probably lotsh about aliensh. Till then, Merry Xmash.

10 THINGS TO DO AT CHRISTMAS

☆ Buy a copy of Thalamus's amazing *Armalyte* for everyone you know!
☆ Or buy copies *Armalyte* **AND** *Hawkeye* for everyone you know!
☆ Watch out for the hot Amiga versions of *Armalyte* and *Hawkeye* called . . .
☆ *Armalyte The Amiga Remix!*
☆ *Hawkeye The Amiga Remix!*
☆ Collect all the coins from the Christmas pud and spend them on Thalamus games. Then swallow the games.
☆ Have the budgie for Christmas lunch – cheaper than turkey!
☆ Invite the Thalamus crew to all your Christmas parties!
☆ Play *Armalyte* on Christmas Day instead of watching *The Wizard of Oz*!
☆ Send a Christmas card to some aliens!

ALIENS TOOK MY REINDEER

Santa's softies hijacked as E.T. phones gnome!

EXCLUSIVE by SID HOLLYIVY

IT COULD be a bleak midwinter for snowy Santa after his raunchy rabble of reindeer disappeared last night.

And police have revealed that *Armalyte* aliens were seen leaving the scene of the **CRIME** in a one-horse open sleigh.

One eye-witness, Mr Yonder Peasant of A Good League Hence, Right-Against-the-Forest-Fence-by-St-Agnes'-Fountain, told *The Star*: 'Ooar, well, lemme see now, 'tain't easy to remember much when your address is Britain's **LONGEST** place name seeing as you spends all your time remembering that, but Oi do believe Oi wuz out gathering winter fu-el.

'The snow was lying deep and crisp and even, it was, and Oi was trying to avoid that bloody do-gooding Mr Wenceslas and that poncy page boy of 'is, more like a woman if you ask me, when Oi saw this alien, Oi did, carrying a box with, lemme see now, must 'ave been about 40 reindeer in it! **ODD**, I thought . . .'

Reindeer keep soaring o'er my head

Further confirmation of these strange reports came from top Santalogist Dr Manfred V Flypaper. 'Vell,' he recalled, 'zere I vas staring into ze Delta space though my telezcope vhen all of a zudden zere vas a sounding of bells and lots of 'Ho, ho, hoing' and vat should I see but Fazther Creestmas taking a detour through Delta space!

'Zen out of **INKY** blackness came ze aliens from *Armalyte*, Thalamus's great Christmas blaster *(are you shure thish ishn't another of thoshe Shalamush stunths? - Ed)*, proclaiming zat zey ruled ze entire Gallup chart and inzizting zat Santa provides every Commodore 64/128 owner with a copy! And zen zey znatched ze reindeer!'

City sources were speculating last night that the hostile takeover of Santa's reindeer may have been prompted by his apparent refusal to give everyone in the space-time continuum a free copy of *Armalyte*.

Jeremy Gnome, a spokeself for the recently-privatised Santa's Grotto and Seasonal Distribution plc, said in hushed tones 'Wshss s shshs' so our reporter asked the gnaughty gnome to speak up.

He then commented: 'Ole Santy didn'ty wanto handy out all the *Armalytes* because that ole Paully Cooper said *Armalyte* is selling in the shoppies for £9.99 on cassette and £12.99 on diskdoobrie.'

Meanwhile, the **AMAZING** *Armalyte* aliens are apparently demanding that everybody buy a copy of *Armalyte* before they will release the reindeer. They insist that the hostages are being kept in good conditions, though Grotto sources were worried last night that they may fall victim to inflamed noses.

Commenting on this piece of ill-informed journalism *(shurley 'on shis shocking inshident'? - Ed)*, Thalamus's big-busted boss Paul Cooper said '*Armalyte*, now available for the Commodore 64/128, is the **PINNACLE** of arcade action, featuring eight horizontally-scrolling levels of nonstop shoot-'em-up gameplay with graphics to amaze and sound to excite. It has already been awarded a ZZAP! Gold Medal (97%), a *Commodore User* SuperStar, a *Computer Gamesweek* FAB (93%) and a *C&VG* Hit.

'For pity's sake, help save these poor reindeer and go and buy it.'



Claus drawn: evil Santa won't give free Armalytes

Dear Dr F . . .

Every month Dr Manfred V Flypaper answers readers' problems. This month's star question comes from Gordon O'Houghton . . .

Dear Dr F, Why oh why oh why does it happen every year? Yes, that's right, Christmas! I **HATE** it! Everything associated with it makes we want to throw up over those flaming carol singers! Turkeys? Bah! Who wants to eat a fat dead lump of skin and bones with all its feathers pulled out and sage and onion stuffed up its bum? Not me, that's for sure!

But my wife (16-32-105) says Christmas is a nice time of the year, and I want to make her happy. Can you suggest any ways I may get through this awful period of the year with a smile on my face?

Vell, ze answer is staring you straight in ze face Mr G! Simply pop out to your nearest zoftware retailer and request *Armalyte* and *Hawkeye* from him. Swiftly hand him ze cash (£9.99 each on cazzette, or £12.99 on dizkette) and wish him ze compliments of ze zeason and go home and play zem until January 1. Zat way you'll have ze best Chreestmas ever!

Do *you* have any questions or funny true-life stories for Dr F? Send them to: Dear Dr F, Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

☆ ***Get your Thalamus three-game pack — just take your super Star to the shop!*** *(and you'll still have to pay for it)* ☆

16-BIT SIZZLER

●Raunchy palace shocker! Charles and Joan rampage through France!

JOAN OF · ARC

Rainbow Arts/GO!, £24.99 disk



▲ A real roister-doistering, rollercoastering storybook of a game, this is

Er... Joan of Arc doesn't have all that much to do with *Joan of Arc*, actually. What this arcade-cum-strategy adventure really concentrates on is the two-fold ambition of Charles, heir to the throne of France (that's you).

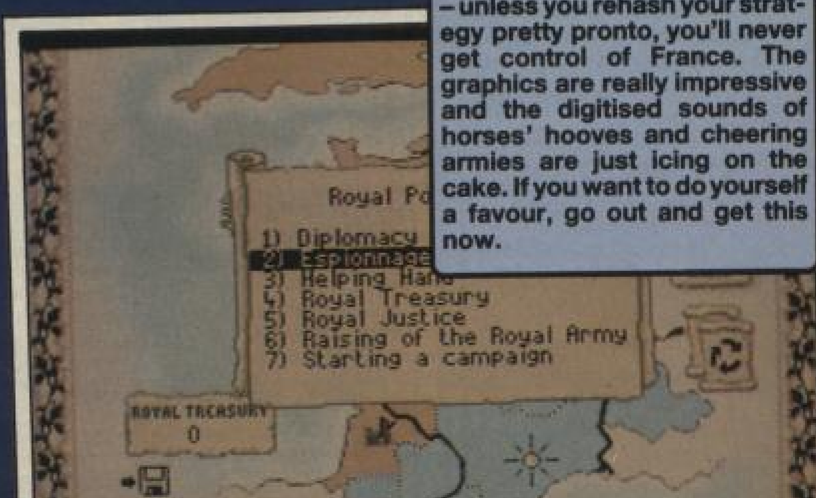
Firstly, before he can wield any sort of power, levy taxes, raise armies, bribe people and generally throw his weight around, Charlie has to get crowned – and he can only get crowned at Reims. Reims, however, is in the middle of a large chunk of occupied country held by the English and needs to be recaptured first – which is where Joan of Arc comes in.

A map of France, divided into provinces, shows French and British territories plus the position of both countries' armies; it also gives access to the main game menu. Before you become king, there's only one choice of action: plan a campaign. The only general mad enough to fight for you as yet is Joan, and it's your job to move



Urgh!' I thought when I first saw this 'looks like some dead boring military sort of game' but after I'd watched someone else play it for a while, I had to admit I was wrong, because it's great! Everyone who thinks Defender Of The Crown **is good, watch out –** Joan Of Arc **has everything** Defender Of The Crown **has got AND MORE. The combination of arcade and strategy really works well and once you've managed to get yourself crowned, there are loads of different courses of action to take. Every now and again the program decides to throw a spanner in the works (clunk!) – unless you rehash your strategy pretty pronto, you'll never get control of France. The graphics are really impressive and the digitised sounds of horses' hooves and cheering armies are just icing on the cake. If you want to do yourself a favour, go out and get this now.**





her army directly on course for Reims.

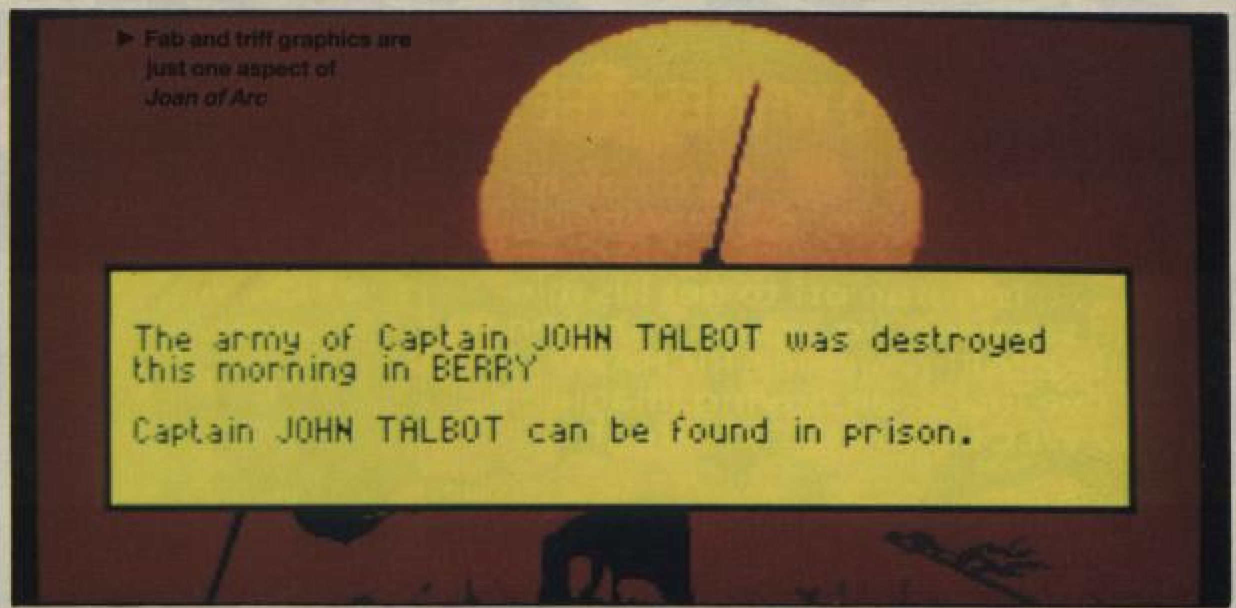
Combat takes place in various arcade forms. Armies clash on a battlefield which gives you control over groups of titchy archers, cavalry and foot soldiers. You can direct their movement forwards and back, the angle of their cannon fire and the position at which arrows are launched. Fortified towns are raided and defended by individuals who battle it out on the city drawbridge as well as with boulders and boiling oil on the castle walls. Ouch!

OK, you've been crowned, you're king and official sovereign of France. Now what? Well, your objective is to liberate every occupied province by gaining control over each of its towns in turn. Kingship has plenty of advantages – you can collect taxes for a start. Very useful that, because when you've got your hands on a bit of dosh you can start (among other things) paying for larger armies, negotiating treaties, alliances and ransoms, financing a bit of underhand poisoning, indulging in a touch of espionage and dispensing royal pardons.

The success of diplomacy, espionage and assassination plots depends on your ability to choose the right characters for each task. Both statesmen and spies have different strategic, political and leadership qualities so it's useless to send a diplomatic dumbo on a peace mission. There's also no point in demanding a mega-huge ransom for a nobleman who doesn't sound as if he's all that important to the other side.

To survive you've got to have enough money to pay off your armies every month, keep the morale of the provinces high (otherwise they revolt) *and* be able to cope with the surprise kidnaps, attacks and sieges that make your life difficult every now and then.

Well, at least you haven't got sticky out ears . . .



▶ Fab and triff graphics are just one aspect of *Joan of Arc*

Well knock me down with a ten ton rhinocerous if this isn't the most gripping power game I've come across since . . . ooh . . . since Defender Of The Crown. **The sound is incredibly atmospheric (though it could do with another tune) and the combination of digitised and non-digitised graphics is spectacular. Even the large-scale battle scenes with their tiny sprites give the sense of a writhing mass of soldiers on the move. Not only that – there are so many options that you can spend ages just experimenting and planning your strategy in all sorts of different ways. You might go for a softly softly diplomatic approach for a few months and then risk everything (including that nice pair of tiger-print underpants) for all-out military domination. Personally, I enjoyed employing underhand poisoning, killing and kidnapping most . . .**

I enjoy a bit of madcap medieval mayhem when I can get my hands on it so when Joan Of Arc **arrived at the office I jumped at the chance. Pity about that enormous hole in the floorboards though. Er . . . anyway, once you've waded through the lengthy instructions and actually start playing the game, you realise that's it's a lot simpler and even more absorbing than it looks. The graphics are a really melt-in-the-mouth digitised affair and the sound definitely conjures up the atmosphere of a smoke-filled battle scene – but what really makes this so interesting is the menu system and all its different diplomatic and non-diplomatic options. Unlike in** Defender Of The Crown **you can't just carry on doing similar things over and over again to win – unexpected events and setbacks mean that you have to alter your strategy to suit the progress of each game. It's brill!.**




▶ *Joan of Arc* incorporates several sub-games, one of which is called *Professional Scale the Castle Walls and Kill people Simulator*

PRESENTATION 90%
Loads of really accessible and easy-to-use menus.

GRAPHICS 94%
Triff and brill combination of digitised and non-digitised action graphics plus excellently designed maps and menus.

SOUND 85%
Sampled battle noises plus atmospheric spot effects but the medieval tune gets a tad-ette aggravating after a bit.

HOOKABILITY 96%
It's so easy to get into that you can't help but get hooked.

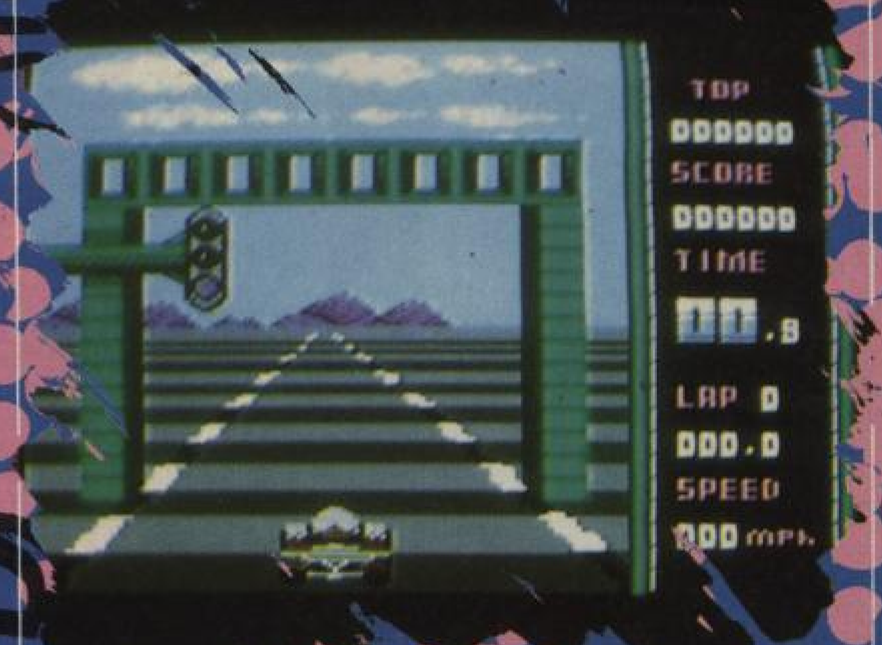
LASTABILITY 92%
Well, you've got the whole of France to liberate so that should keep you busy for a while.

OVERALL 93%
The most compelling arcade/strategy game so far on the Amiga.

VROOOOOM!

ARE WE ABOUT TO WITNESS THE BEST RACING GAME CONVERSION EVER?

Hurtling round the corner at break-neck speed, sliding up in to top gear, being thrown to the side, screeching through an oil spill . . . Is Gordo off to get his mid-morning sarnies? 'No,' quips a shaken erstwhile ZZAP! reviewer, RICHARD EDDY, 'I've just been driving Imagine's fab new WEC LE MANS!' Bleurggh!



While Wec Le Mans isn't quite travelling at one million miles per hour it'll give a speeding gazelle a run for its money any day of the week. However, it's a well known fact that gazelles can't keep it up for 24 hours (wayhey, k-woaar, oo-er an' all that, missus) unlike the Wec Le Mans *race* which is spread over 24 hours through the highways and byways of France.

Each of the four different race circuits are split into four stages with a qualifying time for each – complete the stage within the time limit and, after a quick pitstop, off you go to rip up the countryside in a different part of France.

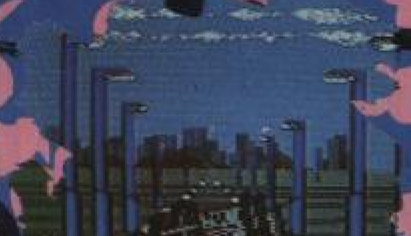
Naturally enough for a big French race there are a host of other cars to contend with on the roads: hitting one sends you spinning out of control for a few seconds. Watch out, too, for trees and road signs lining the route – a nasty knock sends the car flying into the air while performing a rather articulate double-back-flip somersault.



landscapes . . . 'Ah', says Richard Palmer, *Wec Le Mans'* programmer, 'I've developed a totally new track animation system with pre-calculated bends and hills'. Which, roughly translated from programmer-speak, means *this baby is a fast one!*

The further you get into the race the darker it becomes (it's a 24-hour race, remember?), visibility becomes limited and you'll need your instinct combined with your skill if you want to reach the chequered flag. Street lamps light up as dusk falls – which help slightly, but if you still can't see it's your fault for not eating your carrots.

The Amiga version of *Wec Le Mans* is being progrmmed over in France itself by Ocean France, a collection of 16-bit programmers who Imagine describe as 'Really, really good . . . ver business'. See how this new bunch stand up when Amiga *Wec Le Mans* is released, along with the trusty 64 version, in late December.



wec!

Weccy hit the arcade scene in early 1987, as Konami's opposition to Sega's famous *Out Run*. It comes in two formats, one with the complete car cockpit spinning the racer through multiple angles (the sensation is a bit like being a fish in a spin-dryer at warp factor 7) and the other – a smaller cramped version of the cockpit – is a bit like being a whale in a spin-dryer at warp factor 3. Just get someone to wiggle your armchair a lot when playing the 64 version and you'll get the idea. Huuuurrgh!



wec off

Yeah, but we know what happens to race games on the 64: look at *Out Run* or *Overlander* – a lack of true speed, juddering, blocky

PROGRAMMER PITSTOP

Resident Ocean Commodore 64 programmer Richard Palmer is the chap who has the mighty task of converting *Wec Le Mans* – he had a simple brief: to convert the game and make it the best arcade racing game ever seen. After two-and-a-half months' work he's getting there, with an 'innovative' track animation routine ('and I'm not telling you anything about it') and a little help from his friends. Graphics by John Palmer (Richard's brother) and music and sound FX by Jonathon Dunn. Historical Fact: Before *Wec Le Mans*, Richard worked on *Daley Thompson's Olympic Challenge*.



There is a difference in this month's challenge that even mere humans can spot. That's it! There isn't one. The reason for this is that the rush of activity in the challenge chamber last month due to the inter-magazine competition has left my circuits rather drained, so I've decided to rest a while and scan the scores for worthy reader challengers. I must say that it has been rather disappointing recently and I expect the situation to improve soon. Also, how about some Amiga scores? I've only received one so far, so come on Amiga owners! Step up for the Challenge!

720° (US Gold)
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia
467,650 Lawson Davies, Pencoed, M Glam

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
148,200 John Flower, Victoria, Australia
134,300 Mike Thomas, Caerphilly, Mid Glam

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
254,760 Robert Pascoe, Truro, Cornwall
247,550 Bret Crossley, Leeds, W Yorks

BARBARIAN (Palace Software)
452,200 Martin Kelsey, Dore, Sheffield
334,500 Kriss, Northolt, Middx
298,600 Mark Woodison, Feltham, Middx

BATTLE VALLEY (Rack-It)
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts
1,931,350 Richard Leadbetter, Witham, Essex

BEAT IT (Mastertronic)
913,510 Dean James, W Bromwich, W Mids
792,665 Alan Smith, Peckham, London
778,535 Stuart Scattergood, Deeside, Clwyd

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,120,420 James Kent, Ware, Herts

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,215,420 Simon Bettison, Sheffield, S Yorks
8,120,740 Heather Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

COMBAT SCHOOL (Ocean)
375,430 Mark Fontana, Burton-on-Trent, Staffs
325,980 Mark (The Carcus), Swindon, Wilts
306,090 Paul Exton, Greenmount, Lancs

COSMIC CAUSEWAY (Gremlin Graphics)
994,123 Ben Read, Penzance, Cornwall
887,460 Gavan Flower, Werribee, Australia
885,307 Antony Grasiewicz, Peterborough, Cambs

CYBERNOID (Hewson)
138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)
3,608,450 Justin Moy, Crawley, Sussex
3,172,550 Jason Goodchild, Tattershall, Lincs
1,747,700 Graham Scutt, Horsham, Sussex

GAUNTLET II (US Gold)
Thor
12,761,453 Ged Keaveney, Huddersfield, W Yorks
11,304,249 Dean Thomas, Machynlleth, Powys
10,100,476 Martin Lear, Huddersfield, W Yorks

Merlin
24,863,449 Ged Keaveney, Huddersfield, W Yorks
19,201,100 Martin Lear, Huddersfield, W Yorks
13,783,472 Adam Ruckwood, Halesowen, W Mids

Thyra
32,860,112 Mark Crossthwaite, Stockport, Cheshire
11,296,318 Ged Keaveney, Huddersfield, W Yorks
4,202,401 Martin Lear, Huddersfield, W Yorks

Questor
9,817,642 Ged Keaveney, Huddersfield, W Yorks
7,062,517 Martin Lear, Huddersfield, W Yorks
5,127,485 Ioan (Fish), Machynlleth, Powys

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Johan Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Coydon, Surrey

HAWKEYE (Thalamus)
2,456,250 CAsey Gallacher, Calcot, Reading
2,090,600 Zap Treeby, Brixham, Devon
1,772,900 Gabriel Leung, Dollis Hill, London NW10

HUNTER'S MOON (Thalamus)
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts
227,375 Matthew Upton, Elmley Castle, Worcs.

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yoevil, Somerset
356,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)
109,700 Neil Head, Stourbridge, W Mids
104,000 Lee Smith, Southampton, Hampshire
102,800 Phillip Gravett, Whitehaven, Cumbria

INTERNATIONAL KARATE+ (System 3)
543,300 John Farrow, Barrowford, Lancs
497,700 Gareth Pollitt, Thirsk, N Yorks
484,100 Daniel Carroll, New Malden, Surrey

IO (Rainbird)
1,200,170 Jeremy Daalder, Adelaide, S Australia
496,290 Nick Kennedy, Gunnislake, Cornwall
461,650 Mark Campling, Norwich, Norfolk

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
204,340 Richard Ramsey, Gilmerton, Edinbugh
197,260 Liam Dysrant, Harrington Square, London NW1

NEBULUS (Hewson)
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks
154,400 Michael Garnett, Hatfield, Herts

OUT RUN (US Gold)
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx
83,246,590 Martin Lear, Huddersfield, W Yorks

PAC-LAND (Quicksilva)
891,410 I Strong, Twickenham
614,990 Jake E, West Bromwich, West Mids
504,650 Graham Stevens, Tattersall, Lincs

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, London NW1
1,060,800 David Pocock, S Croydon, Surrey
1,010,650 Jeremy Webb, Blandford, Dorset

PROJECT STEALTH FIGHTER (Microprose)
64,500 JK Hugget, Huddersfield, W Yorks
22,790 Jonathan Perkes, Woodford Green, Essex
14,280 Gary Williams, Plumstead, London

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
999 Anthony Melarangi, Runcorn, Cheshire

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
3,486,190 Webby, Chorley, Lancs
2,470,584 Marc Hodge, Selby, N Yorks

ROAD BLASTERS (US Gold)
1,929,830 Neil White Craigentinny, Edinburgh
1,801,190 David Neville, Brentwood, Essex
1,606,090 Chris Taylor, Darlington, Co Durham

ROLLING THUNDER (US Gold)
4,474,735 Casey Gallacher, Calcot, Reading
749,410 Ioan Pritchard, Powys, Wales
730,520 Kelvin Clegg, Hayle, Cornwall

SALAMANDER (Imagine)
240,900 Robin Stowes, Dinas Powis, S Glam
235,015 Lee Ellershaw, Blackpool, Lancs
232,690 Robin Hogg, TGM Towers

SAMURAI WARRIOR (Firebird)
1,827 Wayne Fowler, Basildon, Essex
1,445 Tim Haines, Basildon, Essex854
Richard Granville, Heshunt, Herts
732 Neil Head, Stourbridge, W Mids

SLAMBALL (Americana)
15,943,250 Dean Betts, Edenbridge, Kent
11,078,440 G Leslie, Berwick upon Tweed, Northumberland
9,203,820 Phillip Gravett, Whitehaven, Cumbria

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsey, Gilmerton, Edinburgh

STAR PAWS (Software Projects)
647,226 Matthew Smith, Warrington, Cheshire
641,592 K Daniels, Northolt, Middx
632,607 Antony Graziewicz, Peterborough, Cambs

TARGET RENEGADE (Imagine)
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria
340,900 Daniel Carroll, New Malden, Surrey

TETRIS (Mirrorsoft)
78,986 Stuart Scattergood, Deeside, Clwyd
40,455 Joan Tillotson, Halifax, W Yorks
28,820 Michael Reineke, Lüdinghausen, W Germany

THING BOUNCES BACK (Gremlin Graphics)
3,949,835 Casey Gallacher, Calcot, Reading
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,566,922 Martin Leer, Huddersfield, W Yorks

TRAZ (Cascade)
274,775 Simon Pile and Richard Maccall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
60,000 Steve Lee, Guildford, Surrey

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants
39,700 Lisa O'Halloran, Victoria, Australia

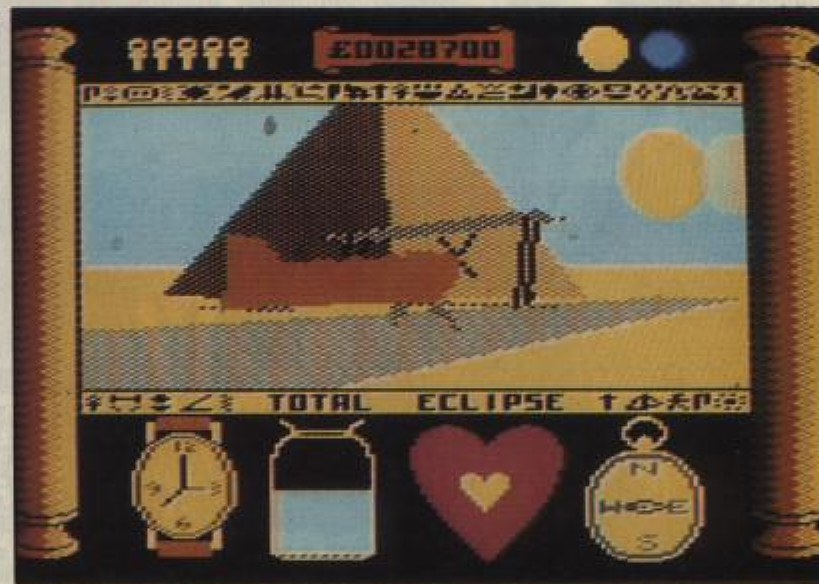
ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guidford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
398,850 Steve Lee, Guildford, Surrey
314,250 Michael Collins, Castlerea, Co Roscommon
288,500 John Farrow, Barrowford, Lancs

THE ZZAP! MINI-PREVIEWS CHRISTMAS SPECIAL

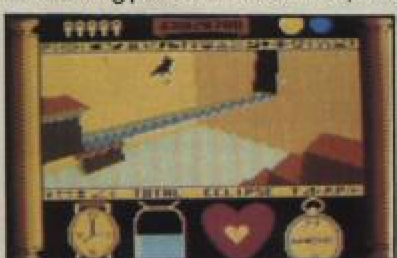
What, with the snow already falling over Ludlow, and the icicles forming on Maff's nose even now, it's time we told you a couple of things you've got to look forward to in 1989. For a start, you'll be eating turkey until the end of January, and you can probably expect chocolate to cost more. But what about the good old 64? Well, we've got a trio of games to tell you about this month – and who better to pass on the information than Paul 'reindeer killer' Glancey. If he can tear himself away from that sheep, that is . . .



▲ **Freescape with a decidedly Eqyptian flavour: *Total Eclipse***

incentive

As anyone who's ever been to Egypt will tell you, life there isn't half interesting from time to time. *Total Eclipse*, Incentive's new *Freescape* release is set during an unmistakeably interesting period in 1930. You, the player, are an intrepid sort of person in the Indiana Jones mould, who has just taxied his bi-plane to a stop outside a great pyramid. In fact, the pyramid isn't just great, it's pretty blinking amazing, for it holds the secrets of the ancient Sun God, Ra.

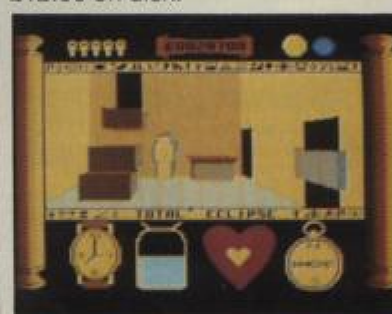


Anyway, the reason you're out in sunny Egypt is that you are the only one who realises the significance of one of Ra's more potent curses. The moon is due to move in front of the sun in just two hours, eclipsing it totally, and according to prophecy, Ra will celebrate this particular eclipse by blowing the moon to smithereens.

This isn't just bad for the future of the American space programme, of course. The sudden disappearance of the moon's mass will have a rather devastating effect on Earth's environment and the planet will be bombarded with large chunks of moon. And they'll be rock, not Swiss cheese, remember! Tsk, silly me. How could you forget?

So, it'll be death and destruction on a large scale, unless you get your finger out and enter the pyramid, armed only with your favourite revolver. Inside, you'll have to solve the usual *Freescape*-ish puzzles while watching out for trip wires, secret panels in the walls, poison darts, pressure pads, mummies, trap doors and treasure chests. Oh, and 'much, much more'.

Incentive are billing this as the biggest and greatest *Freescape* challenge yet, and we have to say that fans of the series here at ZZAP! (that's Kati, Gordo and Paul) are really quite excited about the game. In fact we reckon the screen display might make the game look even more atmospheric than either *Driller* or *Dark Side* were. You'll have to wait till next issue for a full review, but those impetuous souls among you can get the game from decent software stores from November 22nd at £9.95 on cassette or £12.95 on disk.



MELBOURNE HOUSE

From the Middle East to Melbourne, Australia and in fact to go even further, Melbourne House who are soon to release a conversion of the chart-busting beat 'em up coin-op *Double Dragon*.

Set in a city where life is hard but the people are harder, the game is the story of two brothers, Billy and Jimmy Lee, both well versed in the martial arts as well as being competent street fighters. At the start of the game, Bill and Jim are somewhat dismayed to see a very close lady friend of theirs being kidnapped by a gang of street thugs. Before the unthinkable happens, the lads have to punch, kick and head-butt their way



▲ **More chopping, kicking and chomping than you could shake a meat-cleaver at – Melbourne House's *Double Dragon***

across town, find the girl and give her kidnappers a good talking to.

Of course, actions speak louder than words, and there are a sizeable number of murderous moves at the player's (or even players' – remember, this can be a two player game) disposal. Just to add a bit of spice, you can also pick up items from the



background or weapons dropped by your assailants and use them in the fight. Lob large rocks at vicious ladies of the street or hurl sticks of dynamite at oddly-coloured fat people who appear at the end of each level!

Golly, bet you're really excited now! Well, we would bet, but none of the ZZAP! team have ever been ones to gamble. As the screenshots show, the game has had a lot of work put into the graphics, but as for gameplay? Ahahaa . . . Well, there shouldn't be too many problems in converting a beat 'em up like this to the 64 and Amiga, but in the light of Capcom/GO!'s poor *Street Fighter* conversions we'll just have to wait and see, won't we?

Accolade

Finally, this month, we have Electronic Arts' *Rack 'em*, a historical simulation set at the time of the Spanish Inquisition. Whoops, no that's wrong, it is in fact a game of digitised green baize – Snooker and Pool and all that, you know? *Rack 'em* is quite a bit more versatile than most games of this type, because as well as allowing you to play the aforementioned games you can also play Eight Ball and Nine Ball, and even a sort of custom game in which you make up the rules as you go along.

Just to add a bit of atmosphere it's got all those fancy pool hall phrases in it and there are also trick shot facilities and even the ability to save and load shots from disk. Quite why you'd want to do that is a mystery to us, but then we've all led relatively sheltered lives at ZZAP!.

Rack 'em has been programmed by Accolade and consequently exhibits some very nice presentation points, but we found the ball movement a bit slow and jerky on our copy. Real fans of the sport should tune in next month, though, when they should find a full critical appraisal of the game gracing these very pages. If you can't wait, though, the game should be selling as you read this at £9.95 for the cassette version and £14.95 on disk.

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THE ZZAP! READERS AWARDS – 1988

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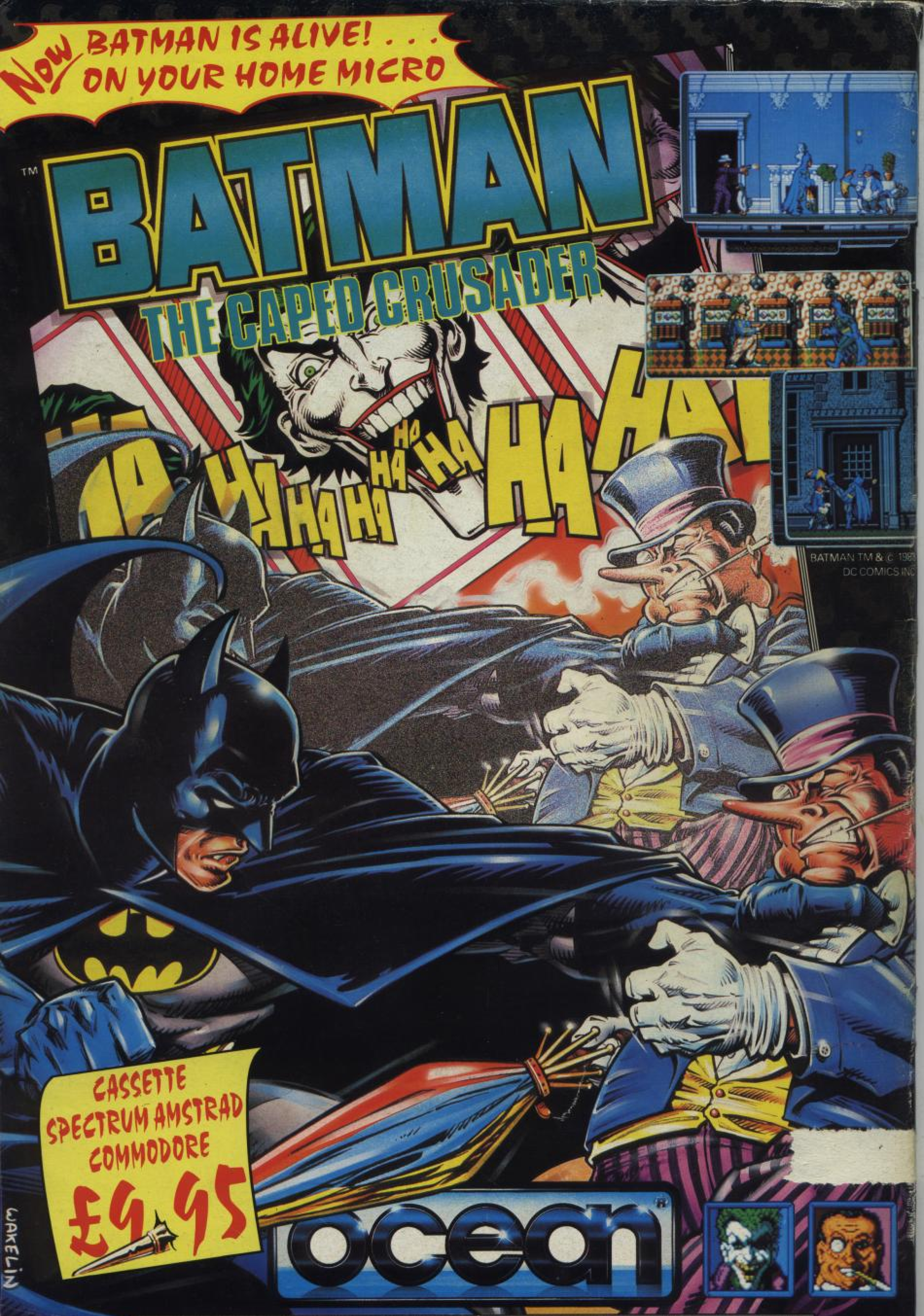
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Screen shots from various systems

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